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DONKEY KONG
COUNTRY 2
Nintendo
PLAYER'S GUIDE

Subscribe now to *Nintendo Power*® and have the competition shakin' in their boots. First, the jars and jars of toenail clippings, and now, a tip-filled subscription. You'll also be getting a free Donkey Kong Country 2 Player's Guide. And it only gets more hair-raising for the cheeky little monkeys. There are moves you can do with Dixie's ponytail that you'll only learn from the experts at *Nintendo Power*. You'll get all the insider tips that will help you find bonus areas and programmer codes that will reveal hidden surprises. Plus maps and tips that'll make you king of the jungle. • Now, put aside your cherished collection and call *1-800-255-3700* for your subscription to *Nintendo Power*. Hey, it's only $18 bucks a year, and with this year's advanced technology and unmatched 16-bit software, you don't want to be left clueless and unskilled. *Nintendo Power* brings you the most extensive Nintendo® video game coverage so you can choose the games that are right for you. Plus, no other mag will have the info from the inside on the NU 64. Got that? *Nintendo Power* will be there with revolutionary NU 64 graphics, and will clue you in on every game available for the new system. So, put down the clippers, put your sock back on, and fill out the card below, or just call for the latest issue of *Nintendo Power*. It's time to get a new hobby.

NINTENDO POWER

Scrape up your quarters and hot-foot it to your local arcade—but not before taking a long, hard look at this month's exclusive coverage of KI 2. We'll let you in on new moves that'll give you the winning edge!

JAGO
85
JAGO

1
2
KIM WU
GLACIUS

10

KILLER INSTINCT
KI 2

Just when you thought you had all the combos and combo breakers down, all the slappies and slo-mos mastered, KI returns in a killer arcade sequel that debuts in several cities this month. Most of the cast is back, but there are some new contenders on the horizon. See who's new and who's history in this month's revealing eight-page extravaganza. Only we can reveal the new characters. New backgrounds. New animation. And new, killer techniques. If you head for the arcade without reading up first, you'd better take lots of quarters—you never know who else gets Nintendo Power!

TOY STORY 34

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KILLER INSTINCT
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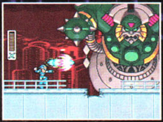
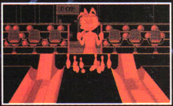
Woody and Buzz duke it out on the Super NES! This month's 10-page review features complete maps that take you to infinity and beyond!



74 NESTER'S FUNKY BOWLING

MEGA MAN X3 18



PLAYER'S PULSE

I Like You Just the Way You Are

I would like to say I love your magazine! Your mag is awesome, and one of the reasons I wanted a Super NES instead of a Sega system was because Sega doesn't have a monthly magazine full of hot tips. (The other reason is that the Super NES is way better!) Well, I can't wait to get my next Nintendo Power!

Christopher Bertanica
Skaneateles, NY

Want More Rumors!

Since every year things change about Nintendo Power, here are some general suggestions to make the mag even better:

1. More rumors.
2. No comics. (Nintendo Power is a video game mag, not a comic book.)
3. A totally new Player's Player's Pulse section: remove all the garbage about Halloween costumes, dogs reading, cakes that look like Game Boys and all the other really lame stuff like that.

Dave DiRienzi
Baltimore, MD

Goo-Goo At You

I would have to question you on the quality of your magazine. It sounds like it's written for preschoolers. Now it used to be good, but it has gotten way worse since when it was started. I mean it used to be cool, but now it sucks! You people only print letters "for" your magazine and never print anything "against" it or anything that says this or that sucks. You guys have your eight-year-old readers eating right out of your hands, and I hate it! I'm sure the only reason Ogre Battle rates so low in the Power Charts is because it's too complicated for your eight-year-old readers. I've played and passed all the highly rated role-playing games in your magazine and Ogre Battle beats them all, especially EarthBound.

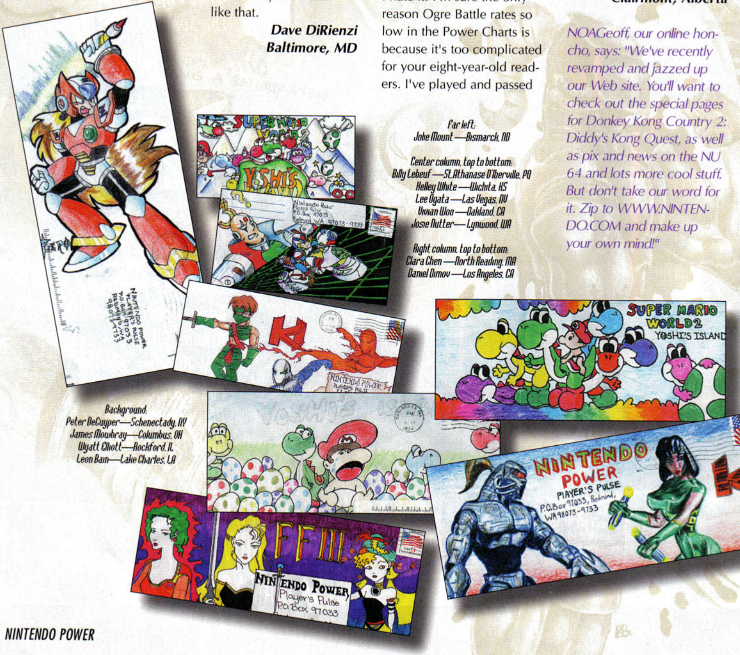
Charles Summers
Waco, TX

Where on the Web is Diddy Kong?

Is the Nintendo Power Source site on the World Wide Web as good as the one on America Online?

Edward LaRusic
Clairmont, Alberta

NOAGeoff, our online honcho, says: "We've recently revamped and jazzed up our Web site. You'll want to check out the special pages for Donkey Kong Country 2: Diddy's Kong Quest, as well as pix and news on the NU 64 and lots more cool stuff. But don't take our word for it. Zip to WWW.NINTENDO.COM and make up your own mind!"

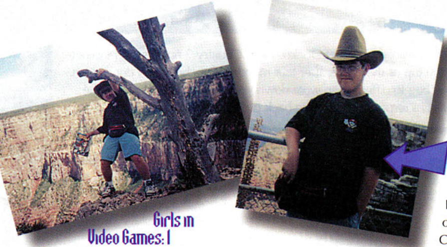


Far left:
Jolie Mount—Bismarck, ND

Center column, top to bottom:
Billy Lebeuf—St.Athanase D'Iberville, PQ
Kelley White—Wichita, KS
Lee Ogata—Las Vegas, NV
Vivian Woo—Oakland, CA
Josie Nutter—Lynwood, WA

Right column, top to bottom:
Clara Chen—North Reading, MA
Daniel Dimov—Los Angeles, CA

Background:
Peter DeCuyper—Schenectady, NY
James Mowbray—Columbus, OH
Wyatt Elliott—Rockford, IL
Leon Bain—Lake Charles, LA



Girls in Video Games: 1

I am writing to say HOORAY for Sarah LaBrie's letter in Volume 77. I completely agree with her about most video games as portraying girls as "EEEEK!! There's a caterpillar on my foot!" I also agree with her that that is not fair. However, not all video games are like that. Take Marle or Lucca from Chrono Trigger. They are perfect examples of how most girls are NOT terrified at the slightest noise. But overall, Sarah is right.

Christopher Cardid
No address given

Girls in Video Games: 2

I have just read Sarah LaBrie's letter. Pu-lease! She's obviously never even gotten a glimpse of Final Fantasy II or III! In FFII, Rydia is definitely a force to be reckoned with. She can send enemies scrambling to the doctor with Virus, cook monsters with Nuke, use Meteo to bury her enemies in a flaming meteor shower, or lambaste enemies with Bahamut. And on top of all that, she pays no attention to Edge's hopeless flirting! That does NOT sound like a girl who needs a guy to save her every five minutes! Then there's FFIII. Terra, Celes, and even 10-year-old Realm can use all the powerful spells that Edgar, Sabin and the others can use. So, to all those people out there who think that girls in video games are always portrayed as "delicate, prissy, male-dependent bimbos," play FFII and FFIII and they'll realize they're dead wrong!

Greg Loulis
Herndon, VA

Way to Go Sarah!

I'm referring to the letter in Volume 77 from Sarah LaBrie. I totally agree with you Sarah. Girls don't enjoy prancing around in bikinis, and our favorite color isn't pink! I am getting sick of these stupid games where women are wimpy, dumb sex objects. At my school I'm known as Queen of Nintendo. Every boy knows that I can kick his butt at any game. Way to go Sarah for standing up and speaking the truth!

Audrey W.
Eyota, MN

CANYON COWBOY

Enclosed are photos of me at the Grand Canyon wearing the Nintendo Power shirt I won in one of your contests a while back.

Mike Gordon
Lititz, PA

A True-Blue NES Fan

Although I have enjoyed Nintendo Power for several years, I am disappointed to find that the amount of information available for NES has, well, gone pffft! There ain't nothing left! Some of us must rely on antiquated machinery such as the NES for our entertainment. Therefore, I will not be renewing my subscription to Nintendo Power and will save the money in hopes of eventually buying a Super NES. I hope you understand that, while I enjoyed reading and using the tips you offered before, I no longer have any use for the information now being given.

Jordan Wesemann
St. Louis, MO

That's Alex van Schoonhoven of Battle Ground, Washington, relaxing with his Nintendo Power and Game Boy at the top of Mt. St. Helens. Hey Alex, is that a puff of smoke in the distance?

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POWER CHARTS

The long-awaited launch of Donkey Kong Country 2 nudges Killer Instinct from the top of the charts after four months of unchallenged domination. Do you beg to differ? Then write down your numero uno game on the Player's Poll response card at the back of this issue and send it in!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	4
2	SMW2: YOSHI'S ISLAND	Nintendo	5	5
3	DONKEY KONG COUNTRY	Nintendo	7	16
4	KILLER INSTINCT	Nintendo	1	8
5	CHRONO TRIGGER	Square Soft	2	7
6	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	49
7	MORTAL KOMBAT 3	Williams	4	5
8	FINAL FANTASY III	Square Soft	9	14
9	EARTHWORM JIM 2	Playmates	11	4
10	SUPER METROID	Nintendo	8	22
11	SECRET OF EVERMORE	Square Soft	10	5
12	EARTHWORM JIM	Playmates	—	15
13	NHL '96	EA Sports	15	3
14	SUPER MARIO KART	Nintendo	14	35
15	MEGA MAN X3	Capcom	20	2
16	JUDGE DREDD	Acclaim	—	2
17	KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	16	22
18	MORTAL KOMBAT II	Acclaim	17	16
19	EARTHBOUND	Nintendo	19	8
20	SECRET OF MANA	Square Soft	—	14

MOST WANTED

1. Nintendo Ultra 64
2. Killer Instinct (NU 64)
3. Super Mario RPG
4. Donkey Kong Country 2: Diddy's Kong Quest
5. Cruis'n USA (NU 64)
6. Mortal Kombat 3 (NU 64)
7. Doom (NU 64)
8. Virtual Boy
9. Robotech (NU 64)
10. Chrono Trigger

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG LAND	Nintendo	2	13
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	34
3	TETRIS	Nintendo	—	40
4	KILLER INSTINCT	Nintendo	3	3
5	MORTAL KOMBAT 3	Williams	4	2
6	WARIO LAND: SUPER MARIO LAND 3	Nintendo	5	19
7	DONKEY KONG	Nintendo	—	20
8	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	7	3
9	METROID II: RETURN OF SAMUS	Nintendo	6	50
10	GALAGA/GALAXIAN	Nintendo	—	4

SPAIN'S Top 5

1. KILLER INSTINCT
Nintendo
2. DONKEY KONG COUNTRY
Nintendo
3. BATMAN FOREVER
Acclaim
4. ILLUSION OF GAIA
Nintendo
5. HAGANE
Hudson Soft

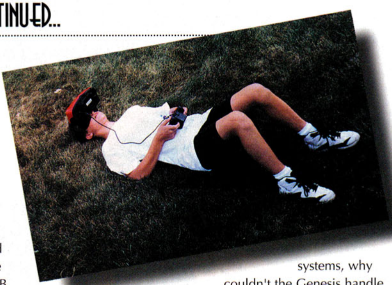
Judging from their list of favorites, Spanish gamers are pretty much simpatico with their Stateside counterparts. The surprise is Madrid's mania for Hagane, Hudson Soft's ninja/cyborg superhero. Anyone for a bit of silicon stealth?

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	1	4
2	GALACTIC PINBALL	Nintendo	2	4
3	MARIO'S TENNIS	Nintendo	4	4
4	NESTER'S FUNKY BOWLING	Nintendo	NEW	1
5	RED ALARM	Nintendo	5	4

LETTERS, CONTINUED...

VIRTUAL CAMPER



Recently, I went on a rather boring camping trip with the ol' family. Thank God I had my Virtual Boy. When things got really dull, I just found myself a comfy little place on the ground and took VB out of my backpack. Portable and 3-D. Gotta love it!

Gene Shevchuk
Matawan, NJ

Too bad those mosquito bites aren't virtual too, eh, Gene?

Controller Query

I read your Sept. '95 issue (Volume 76) and you asked us readers how we like Virtual Boy. I think it has great image and all, but I hate the controller! It would've been better if it had one directional pad instead of two. But that's my only complaint. For the rest of it, it's great!

John Ha
Erial, NJ

We talked to Mr. Mantani, who designed the Virtual Boy controller. He listed three reasons for a second directional pad on the right instead of a set of buttons. 1) The left pad controls left-right and up-down movement, while the right pad controls back-and-forth movement. After all, this is a 3-D system! 2) When you're caught up in the heat of virtual play, it's easier to recognize a directional pad than a set of buttons. 3) The second directional pad provides greater control over very complex movements, such as a tank with treads and a swiveling turret. Games exploiting this capability haven't been developed yet, but Nintendo designers expect they will, and always like to give players the tools they'll need for maximum fun.

Made From the Best Stuff on Earth

If the Sega Genesis and the Super NES are both 16-bit systems, why couldn't the Genesis handle a game like Donkey Kong Country or Killer Instinct? Aren't games for both systems made of the same stuff?

Evan Jacobs
Wyndmoor, PA

Sure, games for both systems are made of programming code, but the similarities end there. Richly rendered games wouldn't look quite as groovy on the Sega Genesis because that system only supports 64 different colors at once, while the Super NES supports 256 colors. Making things even tougher for Sega is the fact that Nintendo has an exclusive deal with Rare, the maker of DKC, DKC2 and KI. You'll only see those games on Nintendo systems. Of course, if you really have a thing for hedgehogs, you know which system to get, right?

WRITE AWAY RIGHTAWAY!

We've recently made some changes in the look of Arena. What do you think of them?

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1-206-885-7529

Lots of pre-recorded help:

Any Super Mario game for the Super NES or NES, including Yoshi's Island. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, and Super Punch-Out!!

Also:

News about hot new games, the NU 64 & other cool stuff.

This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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MAYA

KIM WU

GARGOS

T.J. COMBO

FULGORE

KILLER INSTINCT KI2™

THE KILLER RETURNS

Arcade Exclusive!

You can't resist it. One glance reveals that every graphic feature of KI 2 has been reworked, rerendered, and reanimated by the graphics gurus at Rare. Nintendo Power worked with the developers at Rare to bring you the first look at the new combatants: Maya, Tusk, Kim Wu, and Gargos. We also reveal the first official moves and exclusive strategies for this killer arcade fighter. This stuff is orbital, from the ultra-realistic lighting and shadow play to the multiple levels of scrolling parallax that give the fighting arenas depth. You'll find detailed animation playing throughout the more than a dozen new backgrounds and new animations for all the characters' moves. As for game play, crouching and blocking won't keep you in the fight in KI 2 like it did in the original Killer. The fighting engine now rewards direct attacks, the use of lots of combos, and players who learn how to get the most out of a wide range of super moves. As for sound, KI 2 rocks with new songs and vocals.

TUSK

B. ORCHID

SABREWULF

GLACIUS

JAGO

SPINAL

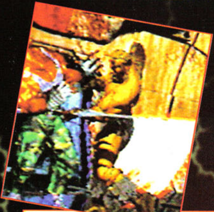
©1996 Nintendo/Rare

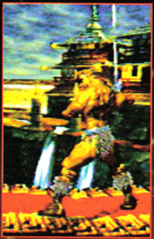
FRESH MEAT

The ranks have shifted since the last Ultratech tournament. Four new contenders seek to either thrill the world with their awesome skills or become a stain.

TUSK

This sword-wielding giant may not know much about the futuristic world of Ultratech in which he finds himself, but he knows how to dispatch enemies from any age. One of his coolest moves is the Back Stab. Tusk's pop up Conqueror has great range and packs power. Push Toward and Fierce Punch, then use the Conqueror for an effective attack.





Special Moves:

Boot Kick	↘ ↓ ↙ K
Web of Death	↘ ↓ ↙ FP
Skull Splitter	↙ ↓ ↘ K
The Conquerer	→ ↓ ↘ FK
Back Stab	→ ↘ ↓ ↙ ← QP
Super Move:	
The Destroyer	↓ ↙ ← ↙ ↓ ↘ → FP
Breaker:	→ ↓ ↘ P/K

Out of the northern wastes and times long forgotten comes the fierce barbarian known only as Tusk.

KIM WU

Kim uses a scorching fireball attack to keep enemies at bay. Although the Fireflower won't do much damage, if you follow it with a shadow Fierce Kick dash, you can get inside and score mass damage. Like Maya, Kim Wu can be effective in a close, aggressive attack and her Super Moves, one of which is shown here, make her a formidable fighter.

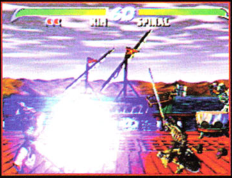
HITS

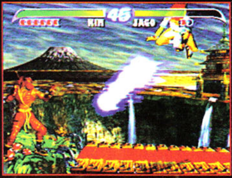
ROB	15
MB	13
KEV	11
A	9
CIT	9

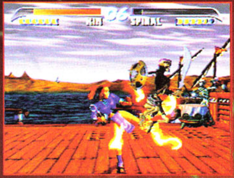
DAMAGE

GIN	18000
KIG	15000
KEN	12000
LEM	9000
HUW	6000

KIM WU







This spiritually enlightened soul fights with her entire body, but watch out for her devastating kicks and spin moves.

Special Moves:

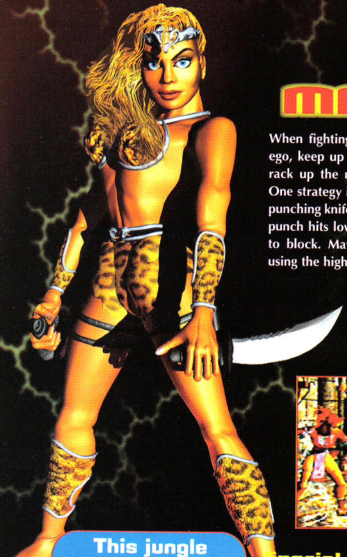
Tornado Kick	↘↓↙ K
Firecracker	↘↓↙ MP/FP
Splitkick	↙↓↘ K
Fireflower	→↓↘ QP

Super Move:

Snap Dragon	↓↙←↙↓↘→ FP

Breaker:

	↓↘→ P/K



MAYA

When fighting with this amazon as your alter ego, keep up the pressure and stay in close to rack up the most damage on your opponent. One strategy is to use a Flip Kick followed by a punching knife attack. The kick hits high and the punch hits low, making it a tough combination to block. Maya can make cutlets of enemies using the high/low game.

This jungle woman lives in the ruins of Mayan temples. Her slashing twin dagger attack takes a blood sacrifice from every opponent.

Special Moves:

Flip Kick	← → MK
Savage Blades	← → MP
Mantis	← → FP
Jungle Leap	← → FK
Cobra Bite	← → WP
Super Move:	
Tree Cutter	→ ↘ ↓ ↙ ← → FP
Breaker:	← → P/K

GARGOS

Little is known at this time of the creature that has taken Eyedol's place at the pinnacle of Ultratech's bloody tournament, but some say he is a living gargoyle.

BACK FOR BLOOD

Who's back from the first KI?

Jago

Special Moves:

Wind Kick	↘ ↓ ↙ K
Laser Blade	↘ ↓ ↙ FP
Ninja Slide	↙ ↓ ↘ K
Endokuken	↘ ↓ ↙ P
Tiger Fury	→ ↓ ↘ P

Super Move:

Tiger Thrash	↓ ↙ ← ↙ ↓ ↘ → FP

Breaker: → ↓ ↘ P/K

Combo

Special Moves:

T.J. Tremor	← → MK
Spinfist	← → QP
Rollercoaster	← → MP
Powerline	← → FP
Skull Crusher	← → FK
Cyclone	hold FP, FP

Super Move:

Power Frenzy	→ ↘ ↓ ↙ ← FP

Breaker: ← → P/K

Sabrewulf

Special Moves:

Sabre Wheel	← → MK
Sabrepounce	← → MP
Sabrespin	← → FP
Sabre Howl	← → QP
Sabre Flip	← → FK

Super Move:

Lupus Loopy	→ ↘ ↓ ↙ ← → FP

Breaker: ← → P/K

WHERE ARE THEY NOW?

So where are Riptor, Chief Thunder and Cinder? Rumor has it that they didn't show up for the tournament, but you never can tell if they might try to crash the gate.

Spinal

Special Moves:

Skeleskewer	↓ ↘ → K
Flame Blade	↓ ↘ → FP
Skull Scrape	↙ ↓ ↘ FK
Power Devour	← QP
Soul Drain	↓ ↘ → QP
Skeleport	↓ ↙ ← K

Super Move:

Grim Reaper	↓ ↙ ← ↙ ↓ ↘ → FP

Breaker: ↓ ↘ → K

Glacius

Special Moves:

Cold Shoulder	↓ ↘ → MP
Liquidize	↓ ↘ → K
Icy Grip	↓ ↘ → QP
Artic Blast	↓ ↙ ← K
Ice Lance	↓ ↘ → FP

Super Move:

Arctic Slam	← ↙ ↓ ↘ → ← MP

Breaker: ↓ ↘ → P/K

Fulgore

Special Moves:

Cyberdash	← ↙ ↓ ↘ → K
Plasma Shield	↓ ↙ ← K
Eyelaser	↘ ↓ ↙ MP FP
Plasmaslice	→ ↓ ↘ P
Laser Storm	→ ↘ →P

Super Move:

Ultra Slice	↓ ↙ ← ↙ ↓ ↘ → ?

Breaker: → ↓ ↘ P/K

Orchid

Special Moves:

Flik Flak	↘ ↓ ↙ K
San	↘ ↓ ↙ FP
Tiger Slide	↙ ↓ ↘ K
Airbuster	→ ↓ ↘ K
Tonfa Fire	↓ ↘ → P

Super Move:

Gyro Kyaku	↓ ↙ ← ↙ ↓ ↘ → FK

Breaker: → ↓ ↘ P/K

A NEW STANDARD

Not all of the new features in KI 2 require awesome graphics. This game sets new standards in game play strategy and other areas.

LINKERS UNLIMITED

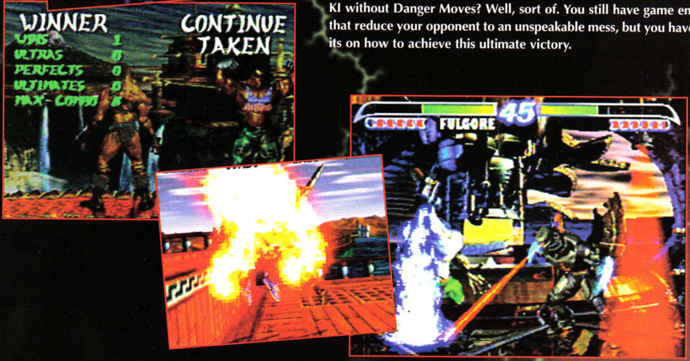
One of the limiting features of the original Killer Instinct was the lack of linker variety. Each fighter had only one linker to extend combos. In KI 2, characters have multiple linkers, three or more. What does that mean? The total number of combinations for Jago alone exceeds one million combos!

POST FIGHT STATS

In a mind-warping instant you just slapped your way through the wildest set of supers and an ultimate to put down your feeble foe. Now, it would be nice to know what you did. That's no problem, what with the complete post game stats supplied by KI 2.

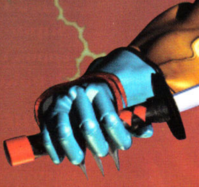
NO MORE DANGER?

KI without Danger Moves? Well, sort of. You still have game ending moves that reduce your opponent to an unspeakable mess, but you have fewer limits on how to achieve this ultimate victory.



TECH HAIR

Rare has pushed the graphics to a new level using the latest upgrades of Alias's PowerAnimator™ 3-D software. The fighters come to life with such realistic animation that you can see them breathe and watch their hair wave in the breeze. Combining lots of animation in the backgrounds with more levels of parallax and scrolling background elements makes for the best 3-D look to date.



AUTO DOUBLES

One of the control changes in the new Killer is the way that players launch an auto double. In the original game, you had to know which specific button to hit to get the auto double off your opener, but that system has been simplified in KI 2. Now, if the opener uses a Fierce Punch, all you have to do to get the Auto Double is to follow up by pushing the next button down the line, in this case, the Medium Punch or Medium Kick. It's easy to remember and execute.

COMBO BREAKERS

In the original Killer Instinct, you had to know the strength of your opponent's punch or kick if you wanted to throw a combo breaker—quick breaks medium, medium breaks fierce and fierce breaks quick. You had to be able to recognize every move instantly. Now you have a much better chance of breaking a combo. In the new scheme, kicks break punches and punches break kicks. That means that if you notice your opponent throwing a punching auto-double (you're getting pounded by the same punch over and over) you can break into the auto-double combo by breaking it with a kick. The strength doesn't matter and you'll raise your breaking potential from 33% to 50%.

POWER BARS

The biggest innovation in Killer Instinct 2 may be the inclusion of the super move power bars. The power bars fill in as players throw combos, take hits, or make particular special moves. Once the power bar is filled, you can throw one of several incredibly powerful Super Moves for your character. We've included one Super Move for every brawler, but that doesn't mean that creative players won't find more Supers in the game. Each character has at least five Supers, which we'll reveal later.

Long-time fans and newcomers alike will applaud the return of the little blue robot with a heart of gold. When the evil Dr. Doppler reprograms reploid robots to pillage and destroy, it's up to Mega Man and his best friend, Zero, to save humanity. Get ready for nine stages of rock-'em, sock-'em reploid-rustling action!

MEGA MAN

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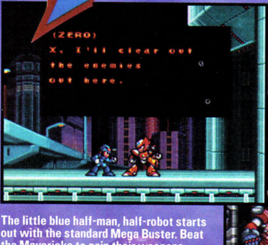
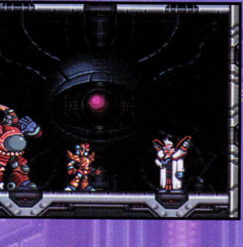
BAD MEDICINE FROM DASTARDLY DR. DOPPLER

The reploids known as Mavericks have gone berserk. Meant to serve and live in perfect harmony with humans, they've transformed into bloodthirsty biomechs after being infected by Dr. Doppler's computer virus. Only Mega Man stands between the Mavericks and total chaos! Capcom's latest entry in this wildly popular action series retains the top-notch game-play and puzzle factor of previous entries, but adds a twist. A special communicator allows the Blue Bomber to call on Zero, a fellow Maverick Hunter and Mega Man's best friend. With his flaming orange hair, the mysterious Zero looks a lot flashier than Mega Man, but don't be deceived. He's a tough fighter who stays cool under pressure!



(ZERO)
X, I'll clear out
the enemies
out here.

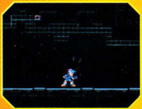
The little blue half-man, half-robot starts out with the standard Mega Buster. Beat the Mavericks to gain their weapons.



GET THE GEAR

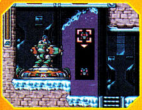
A big reason for the enduring popularity of Mega Man games is their high figure-out factor. The object isn't simply to stay alive. You'll want to seek out every special item available, even if it means giving up a life! Passwords protect your supply of special items, many of which are only available from Dr. Light, Mega Man's creator.This brilliant and kindly scientist lives on as a hologram in special capsules.

ITEM RADAR

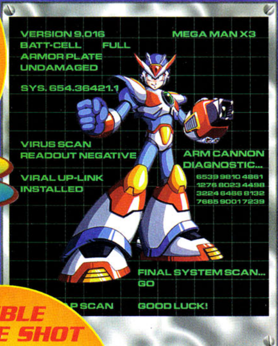


Defeat the major enemy in a stage and you'll get this valuable tool when you return. The Item Radar shows the location of every special item that you've missed in the stage.

ROBOT RIDE

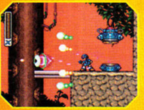


Get a robot-ride power-up from Dr. Light and you'll be able to hop into a high-tech body suit wherever you find a robot ride platform. Both Mega Man and Zero are indestructible as long as they're in a robot ride. There are four different robot rides in all.


VERSION 9.016
MEGA MAN X3
BATT-CELL FULL
ARMOR PLATE UNDAMAGED
SYS. 654.36421.1
VIRUS SCAN READOUT NEGATIVE
VIRAL UP-LINK INSTALLED
ARM CANNON DIAGNOSTIC...
6539 9810 4861
1276 8023 4498
3224 6466 8132
7685 9001 7239
FINAL SYSTEM SCAN... GO
P SCAN
GOOD LUCK!

X3™

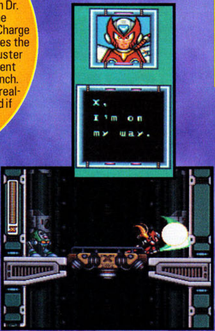
DOUBLE CHARGE SHOT



Another gift from Dr. Light, the Double Charge Shot gives the Mega Buster 100 percent more punch. You can really knock the silicon socks off a reploid if you carefully time the twin blasts to generate a gigantic cross-over explosion.

THIS ZERO IS A HERO

Once in each stage, you can switch to Zero. It's a good idea to make the switch before going through a tough section where Mega Man might take a lot of damage. Zero has only one life and can't fight the big enemies at the end of each stage. When his life meter is nearly depleted, switch back to Mega Man. Zero's communicator will then show static, indicating that he is unavailable.



X,
I'm on
my way.

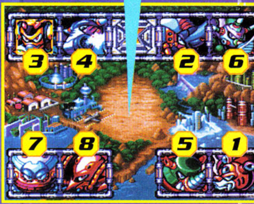
Zero's unique attacks include the Hyper-Zero Blaster and its follow-up, the 3-Fold Saber Beam Attack, but he can't use any of the weapons that Mega Man has won from enemies.

THE KEY TO DOPPLER-TOWN

Like other entries in the Mega Man X series, you won't want to fight all the way through a stage on your first try. Instead, you'll want to pick up a power-up or two before cashing in your microchips. Among the many possible routes to the dreadful doc, a particularly good one calls for defeating the Maverick leaders in the order shown below.

MORE MAYHEM

More challenges await Mega Man and Zero in Dr. Doppler's treacherous headquarters.



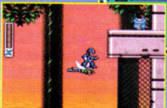
1 NEON TIGER
2 GRAVITY BEETLE
3 BLAST HORNET
4 BLIZZARD BUFFALO
5 TUNNEL RHINO
6 TOXIC SEAHORSE
7 VOLT CATFISH
8 CRUSH CRAWFISH

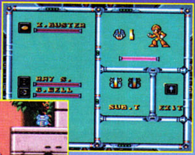
NEON TIGER

Provided you're good at timing your leaps onto the dragonflies, this should be a fairly easy stage to get through. Defeat this big bad tiger to get its Ray Splasher, a helpful weapon when battling enemies that attack you from above or below.

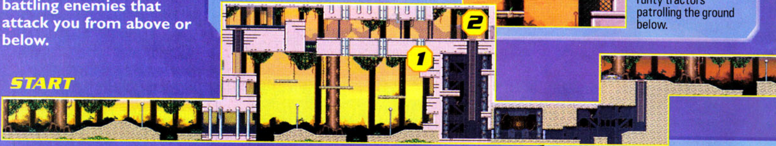
1 TANKS FOR THE LIFT

The big dragonflies flitting about Neon's domain will give you a lift if you land on them just right. You'll need to ride one if you want to reach this Energy Subtank early in the stage.



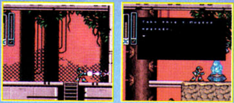


You can fill up your Subtank by repeatedly blasting the runty tractors patrolling the ground below.



2 MAUL THE WALL

Make a return trip to this stage after you've won the Tornado Fang by defeating Tunnel Rhino. Use the weapon to drill through this fractured wall and find a Dr. Light capsule, which contains the Double Charge Shot.



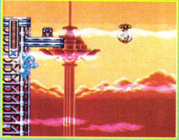
Equipped with the doctor's Double Charge Shot, the Mega Buster doubles its pow-pow power.

3 SQUISH THE CENTIPEDE

This oversized annelid pelts Mega Man with spiked eggs, then disappears into the floor or ceiling, only to reappear again a moment later. Shoot your Mega Buster at its head and mandibles. The rest of its body is invincible.

GRAVITY BEETLE

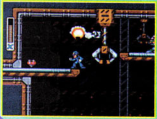
This mean Maverick is holed up in the DopplerTown airport/industrial complex. You can blow through this stage fairly easily, but getting all the special items will be tough. Plan on a return trip after you've gotten the Triad Thunder and Spinning Blade. When riding the elevator, don't forget to grab all the power-ups, especially the 1-up.



Watch out for the hovering enemies. They have a nasty habit of slipping right into your path.

1 YA GOTTA HAVE HEART

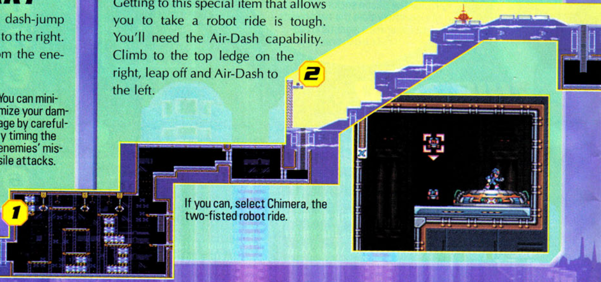
To get to this Heart Tank, dash-jump from the platform below and to the right. Expect to take some hits from the enemies in this room, though.



You can minimize your damage by carefully timing the enemies' missile attacks.

2 ROBOT ROUTE

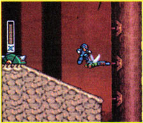
Getting to this special item that allows you to take a robot ride is tough. You'll need the Air-Dash capability. Climb to the top ledge on the right, leap off and Air-Dash to the left.



If you can, select Chimera, the two-fisted robot ride.

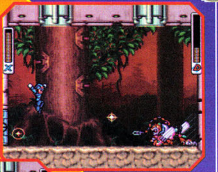
4 A WING FOR A STAIR

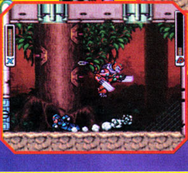
Hitch a ride on a dragonfly here to a Heart Tank. Watch out for the spiked enemy below, though.



The dragonflies can hurt as well as help, blocking your leaps and dropping goo on you.

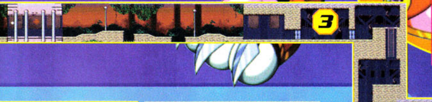
TAME THAT TIGER

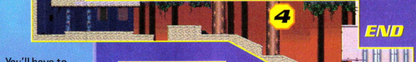


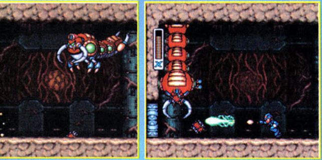


Jump high to avoid Neon Tiger's electro-bullets. Defeat the beast with your Mega Buster.

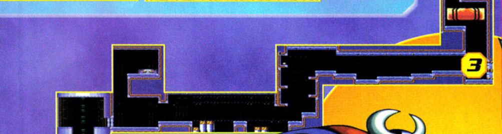
Slashing viciously with his super-charged claws, the Neon Tiger certainly does not fight fair.

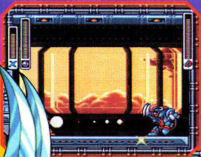


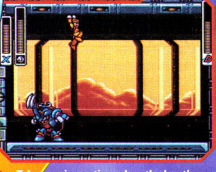




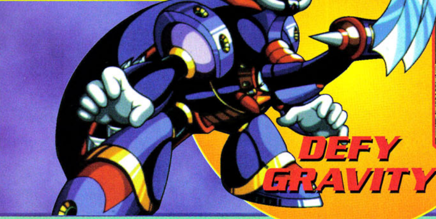
You'll have to move fast to avoid the bouncing eggs.







Squish Gravity Beetle with the help of your Ray Splasher, which you got by beating Neon Tiger.

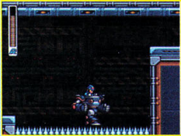


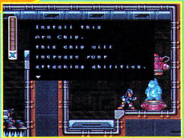
DEFY GRAVITY

Take evasive action when the beetle starts to bug you.

3 GET THE POINT?

You can't cross these lethal spikes without your steel-toed boots. Once you get to the far wall, hop up and say Hi to the Dr. Light capsule. Return safely by jumping back into your robot ride.



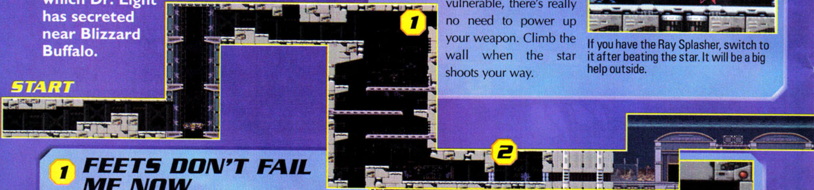


Install this
Arm Chip.
This chip will
increase your
attacking abilities.

Enhance your attack abilities with Dr. Light's arm chip.

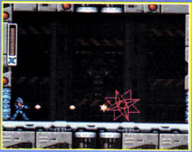
BLAST HORNET

Mega Man finds this insect with an attitude nesting in a high-tech factory on the outskirts of DopplerTown. Buzz straight through this stage and defeat Blast Hornet to get his Parasitic Bomb. You won't be able to get all the power-ups, though, without the Air-Dash Boots, which Dr. Light has secreted near Blizzard Buffalo.



2 STAR LIGHT, STAR FIGHT

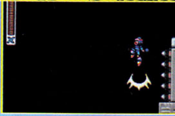
You won't need a stellar performance to beat this gyrating piece of geometry. Just keep shooting it with your Mega Blaster. Because the star is so vulnerable, there's really no need to power up your weapon. Climb the wall when the star shoots your way.



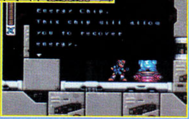
If you have the Ray Splasher, switch to it after beating the star. It will be a big help outside.

1 FEETS DON'T FAIL ME NOW

Getting past the deadly spikes protruding from the wall above this conveyer belt is tough. Wait until you've obtained the Air-Dash ability from Dr. Light in the Blizzard Buffalo stage and the Leg Chip, hidden in the Toxic Seahorse stage. You'll need both to fly up to this Dr. Light capsule, where the good inventor has a life-sustaining Energy Chip for you.



Press the Y Button to power up your legs, then press the B Button to jump.

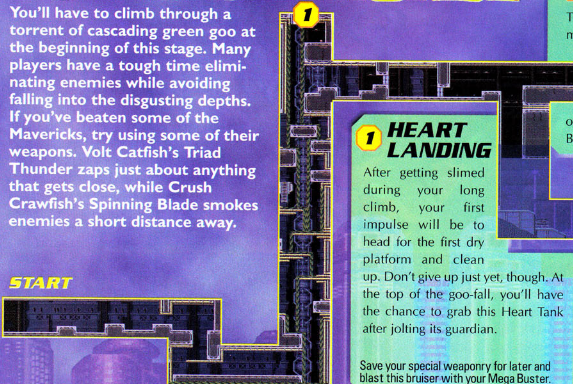


Energy Chip.
This chip will allow
you to recover
energy.

Follow by pressing Up and the A Button at the same time.

TOXIC SEAHORSE

You'll have to climb through a torrent of cascading green goo at the beginning of this stage. Many players have a tough time eliminating enemies while avoiding falling into the disgusting depths. If you've beaten some of the Mavericks, try using some of their weapons. Volt Catfish's Triad Thunder zaps just about anything that gets close, while Crush Crawfish's Spinning Blade smokes enemies a short distance away.

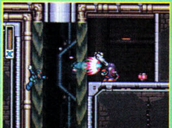


3 TENTACLE TROUBLE

These arms want to hug you permanently! Compared to other reploids crafted by Dr. Doppler, this submarining stooge moves fairly slowly. You'll have lots of time to power up your Mega Buster and toast him.

1 HEART LANDING

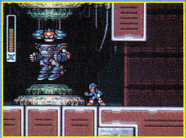
After getting slimed during your long climb, your first impulse will be to head for the first dry platform and clean up. Don't give up just yet, though. At the top of the goo-fall, you'll have the chance to grab this Heart Tank after jolting its guardian.



Save your special weaponry for later and blast this bruiser with your Mega Buster.

3 ROCK 'EM SOCK 'EM

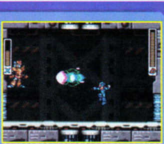
After fighting your way over the hangar roofs, use your trusty Tornado Fang to drill back into the hangars. You'll have to drill twice to crack the crates. One of the crates blocks a shaft that drops you to a robot ride.



After hopping aboard the Chimera, return to the surface via the elevator on the left.

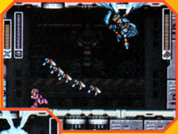
4 REALITY BYTES

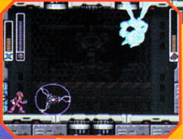
In this room, one of Dr. Doppler's yes-men will try to say no to Mega Man. To defeat the bronzed Byte, power up your Mega Buster.



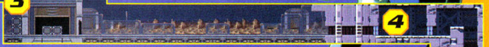
THE MEAN HORNET

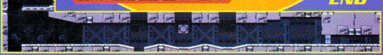
This fly guy gets a bee in his bonnet when Mega Man shows up. His swarming hatchlings are even meaner.





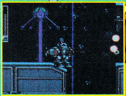
Clip Blast Hornet's Wing with the Gravity Well, which you snagged by beating Gravity Beetle.

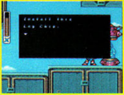




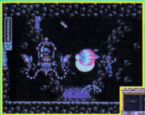
2 WATER WARRIOR

This rustproof robot ride comes equipped with high-speed torpedoes. When you reach this wall, use them to blast through to the Dr. Light capsule. You'll find the Leg Chip, which gives added zip to Mega Man.





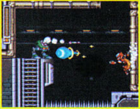
With the Leg Chip, it will be easier for Mega Man to dash by enemies.



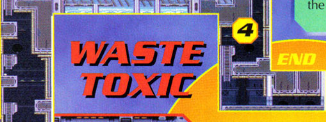
It's a good thing the good Dr. Light built scuba skills into Mega Man.

4 ZERO IN

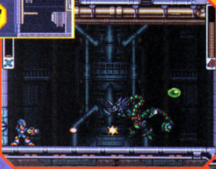
You'll take a lot of hits from the many enemies in this tough section. Unfortunately, you'll want to save as much energy as possible, because Toxic Seahorse is just around the corner.



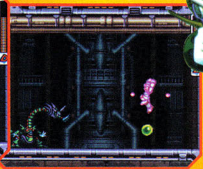
One way to save energy is to switch to Zero. Remember, though, that only Mega Man can fight major enemies.



WASTE TOXIC



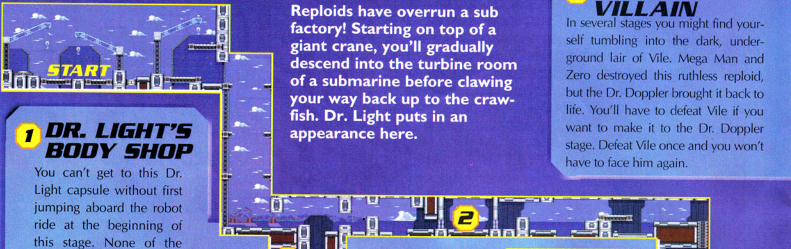
Don't horse around, just blast this seahorse with your Mega Buster. If you have trouble, though, wait until you've won the Frost Shield from Blizzard Buffalo.



A flick from the seahorse's Acid Burst will make Mega Man's skin crawl.

CRUSH CRAWFISH

Reploids have overrun a sub factory! Starting on top of a giant crane, you'll gradually descend into the turbine room of a submarine before clawing your way back up to the craw-fish. Dr. Light puts in an appearance here.

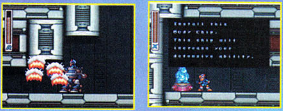


1 DR. LIGHT'S BODY SHOP

You can't get to this Dr. Light capsule without first jumping aboard the robot ride at the beginning of this stage. None of the weapons you've acquired by defeating Mega Man's enemies can break through the wall leading to the doctor. Only Chimera's iron fists will do the job.

2 A MOST VILE VILLAIN

In several stages you might find yourself tumbling into the dark, underground lair of Vile. Mega Man and Zero destroyed this ruthless reploid, but the Dr. Doppler brought it back to life. You'll have to defeat Vile if you want to make it to the Dr. Doppler stage. Defeat Vile once and you won't have to face him again.



Install this
Body Chip.
This chip will
increase your
defensive ability.

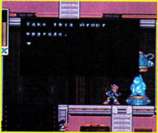
Double Mega Man's resistance to damage by donning Dr. Light's Protect Armor.

VOLT CATFISH

The air is crackling with electricity in the cruel catfish's power plant. All sorts of over-amped gear are throwing out sparks and arcs. Shocking! You'll probably have to take some damage. Just be careful not to stick your fingers in any sockets, O.K.?

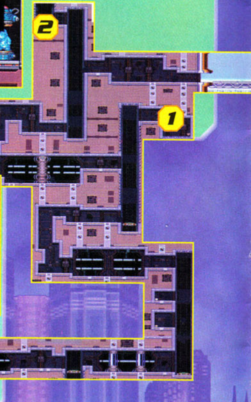
2 MEGA MAN'S CHIP SHOT

The spikes lining the shaft leading to this Dr. Light capsule will prevent you from climbing to it. Instead, you'll have to use the Air-Dash Boots. Once you arrive, the dear doctor will offer you an armor upgrade.



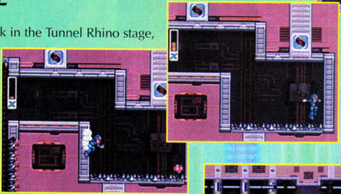
Take this Armor
upgrade.

Dr. Light may have lived many years ago, but his spirit lives on in these holograms.

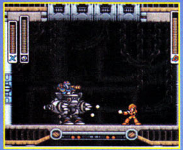


1 TAKE A DIVE

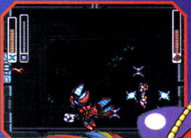
After grabbing the Energy Subtank in the Tunnel Rhino stage, head to Volt Catfish's domain to grab this Heart Tank. Because the tank rests on spikes, you'll have to surrender a life to get it. That's all right. Immediately after grabbing it, you'll want to head for Toxic Seahorse for another easy-to-get Heart Tank.



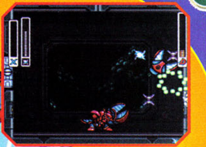
Slide down the wall, then power-jump to the Heart Tank by pressing the A and B Buttons simultaneously.



Vile's claw arm will pin Mega Man to the floor. Attack this villain with the Ray Splasher.

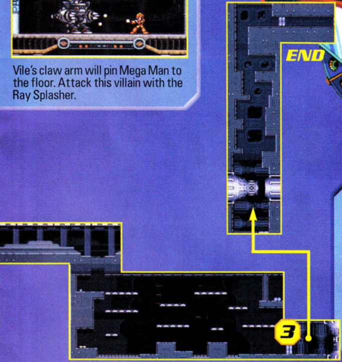


Keep moving and climbing the walls or else you'll fall into the clutches of this cantankerous crustacean.



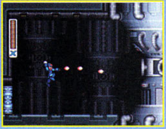
The best weapon against Crush Crawfish is the Triad Thunder. Be sure to take several full Subtanks into battle.

CLAW TO VICTORY



3 MEGA-GO-ROUND

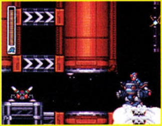
Feeling trapped? Fire your Mega Buster at the submarine's turbine to turn this room on its side, then climb the wall to get out. You'll need your Air-Jump ability to make it all the way out.



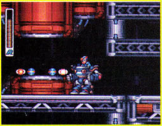
Shooting the turbine opens a hole for you to climb through.

3 FULL METAL JACKET

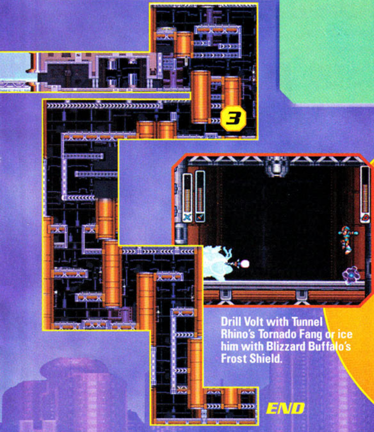
After re-entering the factory, climb the wall. Time your leap so you don't get a shock from the nasty short circuits. Hop onto the robot platform and return the way you came.



The weight of the robot ride will break through the floor and take you to an area filled with Power-ups.



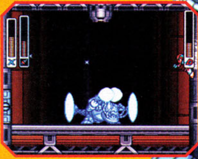
Mega Man can't be hurt as long as he's romping in his robot ride.



Drill Volt with Tunnel Rhino's Tornado Fang or ice him with Blizzard Buffalo's Frost Shield.

END

ASSAULT THE BATTERY



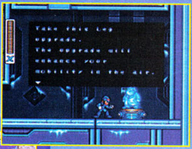
Fillet the fish to win its Triad Thunder, one of the niftiest weapons around.

BLIZZARD BUFFALO

Mega Man will need to show some fancy footwork if he doesn't want to fall for Blizzard Buffalo's snow job. Treacherous ice slicks and snowmobile-riding reploids are just some of the hazards awaiting the Blue Bomber in this tricky stage. Expect to take some nasty falls before you learn how to walk on ice.

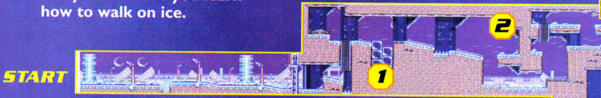
2 A CHIP OFF THE OLD DOC

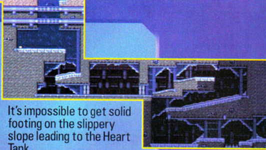
Make your way to a Dr. Light capsule by climbing to this platform shortly after passing the stack of giant ice cubes, then dash-jump to the right.



Take this Leg upgrade.
The upgrade will enhance your mobility in the air.

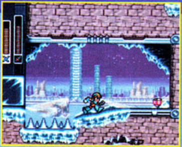
You'll need the Air-Dash capability if you want to get all the power-ups necessary to finish the game.





1 THE MEGA-ICE MAN COMETH

Crack this stack of giant ice cubes with the Tunnel Rhino's Tornado Drill. At the bottom of the well, dash-jump over the spikes and the ice slick to reach the Heart Tank.



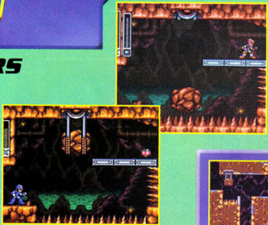
It's impossible to get solid footing on the slippery slope leading to the Heart Tank.

TUNNEL RHINO

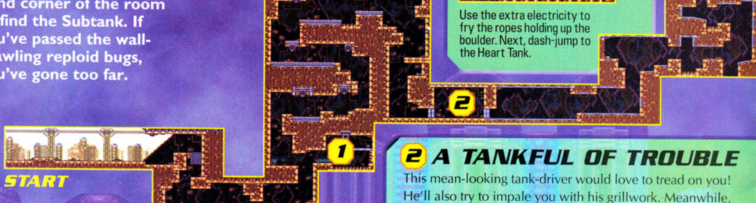
This is the first Maverick stage you should enter after fighting through Maverick Hunter headquarters. That's because it's easiest to get an Energy Subtank here. After traversing the series of conveyer belts, hop to the upper right-hand corner of the room to find the Subtank. If you've passed the wall-crawling reploid bugs, you've gone too far.

1 MEET THE ROPERS

To get this Heart Tank, you'll need both the Triad Thunder you got for zapping Volt Catfish and the special Arm Chip from a Dr. Light capsule. Use the Arm Chip to super-charge the Triad Thunder.



Use the extra electricity to fry the ropes holding up the boulder. Next, dash-jump to the Heart Tank.

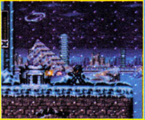


2 A TANKFUL OF TROUBLE

This mean-looking tank-driver would love to tread on you! He'll also try to impale you with his grillwork. Meanwhile, the driver will winch himself out of the tank. While hanging from the ceiling with one arm, he'll use the other to block your attempts to leap out of harm's way.

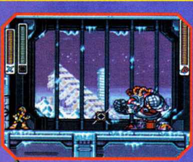
3 WARM FRONT MOVING IN

Toast the ice man guarding this snow machine, then melt the chilling device with your Mega Buster. While in this section, watch out for the fast-moving enemies in snowmobiles.

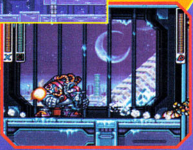


After destroying the snow machine, jump over the chasm to the right and grab the extra energy power-up.

BUFFALO BLITZ

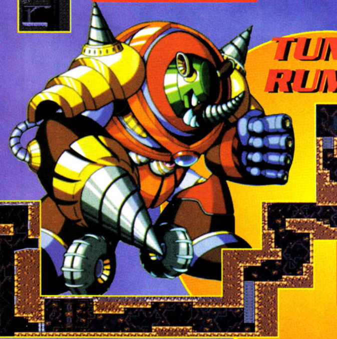


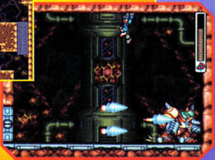
Battle this freezing fiend with the Parasitic Bomb, which you got for beating Blast Hornet.



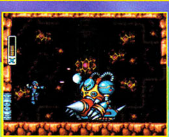
When Buffalo gets really mad, he'll freeze you to the ground with his ice shot, then charge you. Just keep cool, O.K?

TUNNEL RUMBLE

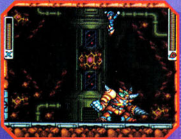




You'd better have at least two full Subtanks before tangling with this demon of drill bits.



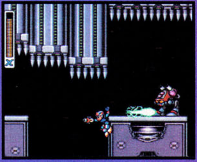
The tank is invincible, so zap the demented driver with your Mega Buster.



Of all the Maverick weapons, Tunnel Rhino is most vulnerable to Toxic Seahorse's Acid Burst. However, you should be able to rein in rhino early in the game with the Mega Buster. Plan on a return trip to earlier stages, where you'll be able to drill through blocks and walls with the rhino's Tornado Fang.

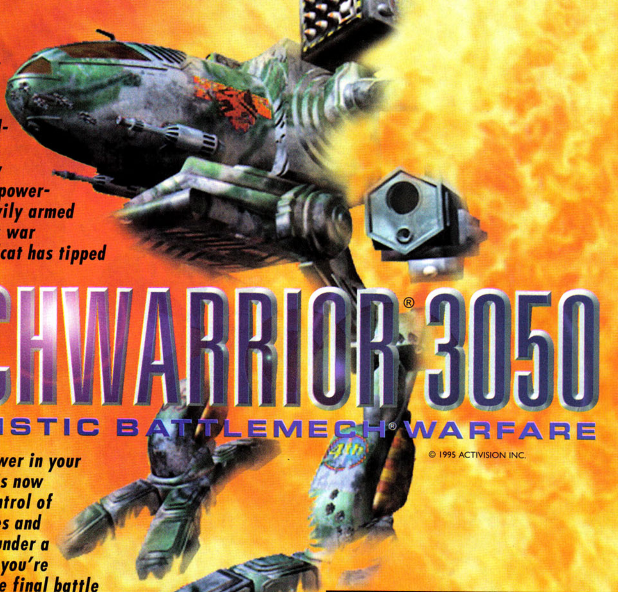
MORE MEGA BITS

Once you've beaten the first eight Maverick leaders, a giant explosion will rock DopplerTown. When the dust is cleared, you'll see Dr. Doppler's underground headquarters! You can now return to previous stages to gather items you've missed, or advance to the doctor himself. Things get tougher once Mega Man goes underground, though. Doppler's headquarters overflow with cast-off reploid parts. Your quest doesn't end with the defeat of the despicable doctor, though. You'll soon discover that an even more horrifying foe has been controlling him!



You'll have to move fast though the halls of the headquarters. Doppler has lined the ceilings with giant spikes that show no mercy to dawdlers!

You've already put Byte off-line. In Doppler headquarters, you'll have to battle to the bitter end against his badder bro, Bit.



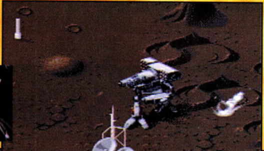
MECHWARRIOR® 3050

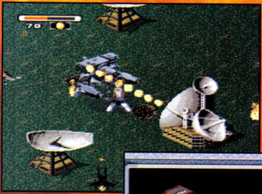
FUTURISTIC BATTLEMECH® WARFARE

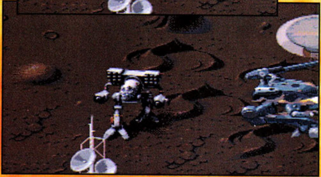
© 1995 ACTIVISION INC.

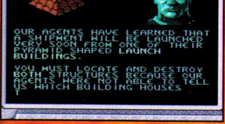
War has raged across the galaxy for over 250 years, but your clan has an incredible new weapon: the Madcat Heavy OmniMech. More powerful and more heavily armed than any previous war machine, the Madcat has tipped the balance of power in your favor. Clan Wolf is now poised to take control of the warring houses and unite the galaxy under a single banner—if you're up to the task. The final battle for supremacy begins now!

BATTLE OF THE STARS









OUR AGENTS HAVE LEARNED THAT A SHIPMENT WILL BE LAUNCHED VERY SOON FROM ONE OF THEIR PYRAMID SHAPED LAUNCH BUILDINGS.

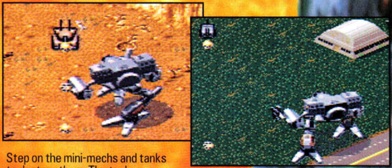
YOU MUST LOCATE AND DESTROY BOTH STRUCTURES BECAUSE OUR AGENTS WERE NOT ABLE TO TELL US WHICH BUILDING HOUSES T

Mechwarrior 3050 is the hard-hitting sequel to Activision's futuristic adventure/simulation. This game leans more towards battlefield action than the original Mechwarrior did and is, in the end, a much more exciting ride. The narrow, forward view has been dropped in favor of a three-quarter overhead view, so you can now scan the entire area around your mech all at once. Add to this a new full-screen radar display, sprawling battlefields and an intriguing plot, and you've got a game that's light years beyond the average shooter. You can even walk in one direction and fire in another, which is especially effective (and lots of fun) in the two-player mode, where one player acts as pilot and the other as gunner.

GROSS TONNAGE

There are tons of running, rolling and flying enemies in each of the five missions, and all of them are gunning for you. Though you'll find replacement ammo packs hidden in the enemy installations, you can carry only so much ordnance, so use your weapons wisely.

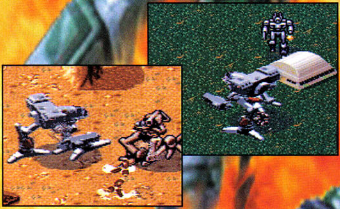
SMALL, FAST AND DEADLY



Step on the mini-mechs and tanks to destroy them. The tanks are a bit tougher than the mechs, but you won't take damage stepping on either one.

WANNA DANCE?

The bigger mechs are very quick and powerful, so keep moving and destroy everything you come across. Better yet, toast the factories that churn them out. Don't ignore the small fries, either. A squad of them can easily take you out!



LOTS AND LOTS OF FIREPOWER!

There are nine assault weapons to choose from in three categories: Heavy Ordnance, Main Guns and Tactical Weapons. Your mech can carry one of each type, and you'll outfit your rig before every mission. When choosing your weapons, keep in mind their power, range and maximum ammo loads.

PARTICLE PROJECTION CANNON

This Heavy Ordnance cannon can be charged to different levels before firing. If overcharged, it will explode.

GAUSS RIFLE

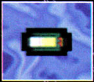
The Heavy Ordnance Gauss shell detonates on impact, creating smaller, secondary explosions over a wide area.

ARROW VI

Though weaker than the other Heavy Ordnance weapons, the heat-seeking Arrow VI missile is the most effective.

LARGE LASER

If you want a potent Main Gun, look no further than the Large Laser. It's very effective against big mechs.



MACHINE GUN

A mainstay since the twentieth century, the humble Machine Gun has been outclassed by more advanced weaponry.

AUTO CANNON

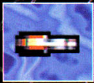
The Auto Cannon doesn't pack the same punch as the Large Laser, but it does have a larger ammo load.

INFERNO SHORT RANGE MISSILE

This missile generates intense heat on impact, making it the perfect weapon for overheating enemy mechs.

LONG RANGE MISSILE

Simple yet effective, this "dumb" missile can strike from a distance, helping you stay out of harm's way.



THUNDER MINES

Mines are powerful but awkward to use. They're good against stationary targets, but mechs will avoid them.

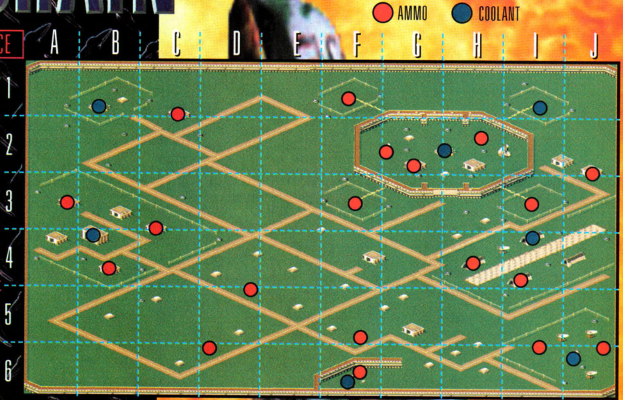
ALSHAIN

MISSION SEQUENCE

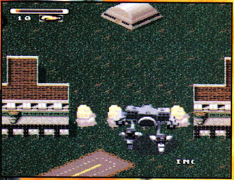
- DESTROY MECH BAYS (B-4)
- TAKE OUT RADAR SITES (J-6)
- BLOW UP LANDING STRIP (I-4)
- RESCUE COMRADE (B-1)
- ELIMINATE COMPOUND (G-2)

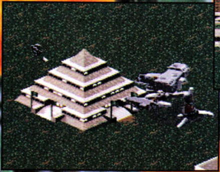
WEAPONS OF CHOICE

- INFERNO SHORT RANGE MISSILE
- LARGE LASER
- ARROW VI



Your first mission takes you to the Draconis Compound on the planet Alshain. Your radar shows only a portion of the battlefield at one time, but we've provided a map of the entire complex. The map indicates where ammo packs and coolant tanks (which repair damage) are hidden. We've also listed each segment of the mission in order. Your commanding officer, Colonel Ward, will beam orders to you as the mission progresses. Though he says to blast the radar sites first, we recommend taking out the mech bays first so there will be fewer enemies to contend with.

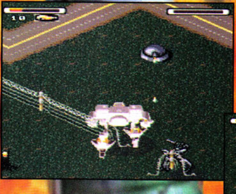




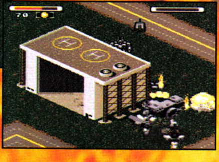
After you rescue the Star Captain, destroy the power pyramids, then just walk through the main compound gate.

IF IT MOVES, WAX IT!

When going up against big mechs, use one Arrow VI missile to soften it up, then finish it off with the laser. Both the laser and the Inferno Missile are great for taking out buildings or groups of minor enemies.



The gun emplacements can be really nasty! Approach them straight on and just off-center to avoid their fire.



DESTROY THE DCMS BAYS

These factories produce enemy mechs and aircraft at an alarming rate. Take out the center mech bay first (it has two "H" symbols on its roof), then blast the smaller bays around it. Colonel Ward orders you to the radar sites first (the current mission site is circled in red on your radar screen), but the bays are easy to find even without the extra guidance.

SATALICE

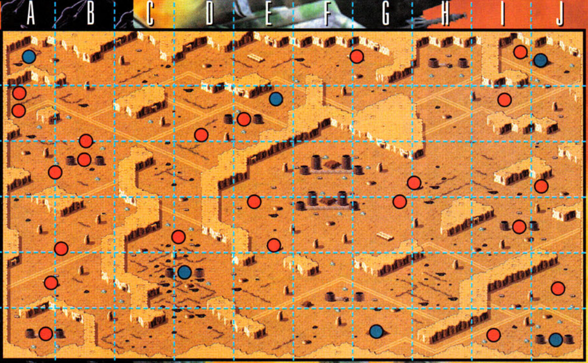
● AMMO ● COOLANT

MISSION SEQUENCE

- DESTROY LAUNCH BLDGS. (FIRST J-1, THEN G-6)
- DESTROY MATERIAL GATHERING STATIONS (B-3, A-6, E-2, D-5, F-5, H-1, I-4, J-6)
- ELIMINATE CENTRAL ASSEMBLY BLDG. (F-3)

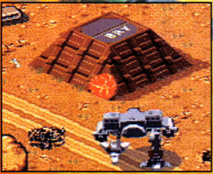
WEAPONS OF CHOICE

- LONG RANGE MISSILE
- AUTO CANNON
- ARROW VI

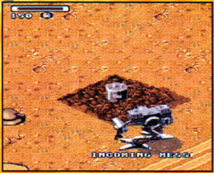


If you survive your first mission, you'll be promoted to Star Captain and sent to the volcanic inferno of Satalice, a most inhospitable environment for your heat-sensitive mech. Remember that heat buildup will destroy your mech just as easily as battle damage will. The first segment of your mission is timed, giving you less than three minutes to find and destroy the Rasalhague's launch buildings. If they succeed in transporting their mech fusion engines off-planet, your mission will fail, and so will your clan's bid for ultimate power!

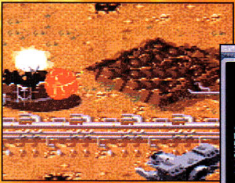
DON'T LET THEM TAKE OFF



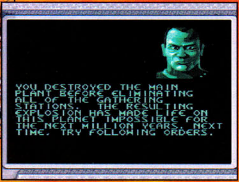
The launch buildings are far apart, so don't bother with other targets. Take out the complex in sector J-1, then proceed to sector G-6. Don't worry too much about heat damage, since the launch buildings have coolant tanks inside them.



You'll get coolant tanks at both launch sites, and the J-1 site also has an extra ammo pack concealed beneath one of the gun emplacements.



Be sure to save up enough ammo for the central assembly building. Watch out for the homing land mines!



YOU DESTROYED THE MAIN PLANT BEFORE ELIMINATING ALL OF THE GATHERING STATIONS. THE RESULTING EXPLOSION HAS MADE LIFE ON THIS PLANET IMPOSSIBLE FOR THE NEXT MILLION YEARS. NEXT TIME, TRY FOLLOWING ORDERS.

DON'T STEP OUT OF LINE, SOLDIER

There's no deviating from the Colonel's game plan this time around. You must eliminate all of the material–gathering stations before the main assembly plant, or you'll have a major ecological disaster on your hands.

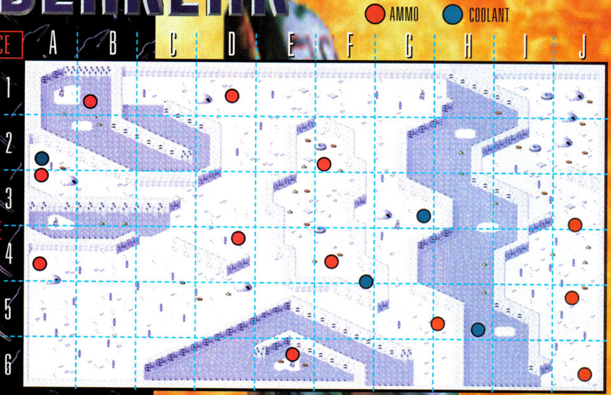
RIDDERKERK

MISSION SEQUENCE

1. NEUTRALIZE RADAR SITES (A-3, A-1, E-6, G-3, G-1)
2. DESTROY RESEARCH CENTER (E-3)
3. DESTROY MAIN BASE (J-1)

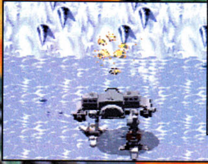
WEAPONS OF CHOICE

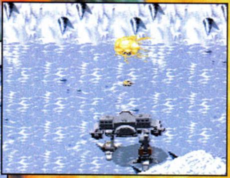
- INFERNO SHORT RANGE MISSILE
- LARGE LASER
- ARROW VI



For your valorous conduct on Satalice, you'll be awarded the field commission of Star Colonel, then you'll be shipped out to the ice planet of Ridderkerk for another mission! The First Lyran Regulars have deployed five jamming sites around the Fedcom research complex, so your radar will be useless. Your first assignment, then, is to take out the jamming sites as quickly as possible. Once that's done, you can use your radar screen to locate the research center and the main Fedcom base. The First Lyran Regulars have a lot of homing weapons, so watch your back.

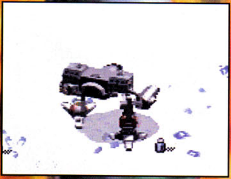
You can use a weapon to propel yourself across the ice. Face the opposite direction from where you want to go, then fire.





SMOOTH AS ICE

Several of the radar jamming sites are located at the centers of ice mazes. Watch your speed on the icy patches or you'll find yourself spinning out of control or slamming into a wall of huge steel spikes.

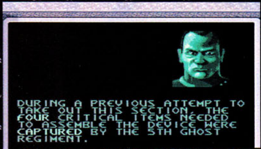


You'll have to deal with tougher tanks, choppers and mini-mechs. Stepping on a tank will now result in some chassis damage.

WATCH YOUR STEP

The snowy surface of Ridderkerk is littered with homing land mines and hidden gun emplacements that pop up out of nowhere as you approach. If you're lucky, you can shoot or outrun the mines before they latch on to you and detonate, but don't count on it. Listen for the sound of them popping out of the snow as your cue to take evasive action.

AVON



DURING A PREVIOUS ATTEMPT TO
TAKE OUT THIS SECTION, THE
FOUR CRITICAL ITEMS NEEDED
TO ASSEMBLE THE DEVICE WERE
CAPTURED BY THE 5TH GHOST
REGIMENT.

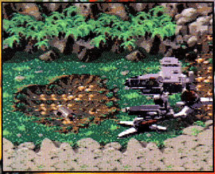
YOU MUST LOCATE A
THE FOUR PIECES O
DEVICE:

Your reward for the Satalice mission will be a clan Bloodname, but will you live to enjoy the power and prestige that comes with it?

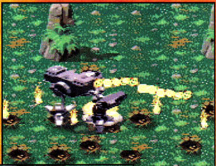
The Fifth Ghost Regiment has constructed a drop ship manufacturing plant on the forest world of Avon. Your job is to collect four bomb components scattered around the perimeter and drop off the completed device on the Ghosts' front doorstep. The only problem is that the bomb will automatically arm itself after you pick up the last piece, and you'll have only 30 seconds to deliver it to the target before it goes off in your face!

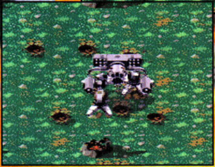
LAST MINUTE DECISIONS

Once you pick up the last piece, there's no turning back. Just to be safe, clear a path from here to the target before you pick this up.



There's a bomb component just to the left of your starting point, and you'll see it circled in red on your radar display when you start the mission. This is the component closest to the plant's front gate, so save this one for last. Once the gate is down, enter the complex and destroy the drop ship manufacturing facilities.





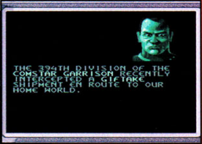
BURN, BABY

The mine fields are thicker here than they were on Ridderkerk, but the Inferno missiles are great for clearing paths through them. Fire ahead as you walk, and the missiles will detonate any mines close by. Follow the path of craters left behind by the exploded mines.

Sweep the ground ahead of you with the Inferno missiles by swiveling your head as you fire. With luck, you'll get most of the mines.

HOME

You've been promoted just in time to take command of the situation back home. The 394th Garrison has stolen genetic material bound for your clan's research centers and taken refuge on your own home planet. If you retrieve this genetic material and eliminate the awesome Thunderbolt Mech that guards it, your clan will be able to engineer the finest warriors in the Inner Sphere...and you'll be named Khan of Clan Wolf!

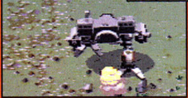


THE 394TH DIVISION OF THE
COMSTAR GARRISON RECENTLY
INTERCEPTED A GIFTAKE
SHIPMENT EN ROUTE TO OUR
HOME WORLD.

You must retrieve nine canisters spread out over a vast area. Be prepared for a long battle and conserve your ammo.

IN YOUR OWN BACKYARD

The 394th Garrison has radar jamming sites around its installation, so you'll be fighting half-blind for a while. There are only two sites, but the maze they're in is very large, complicated and heavily guarded. Here's where good, old-fashioned map-making skills will come in handy!



Though we don't usually recommend mines, they may be useful here. It takes just one mine to destroy a building.

Disney's TOY STORY

Prepare to be dazzled! Toy Story, Disney's blockbuster film, comes straight off the silver screen as a truly stunning game for the Super NES. Even the most avid gamers will rub their eyes in awe!

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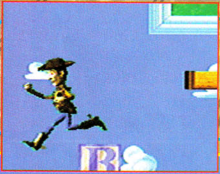
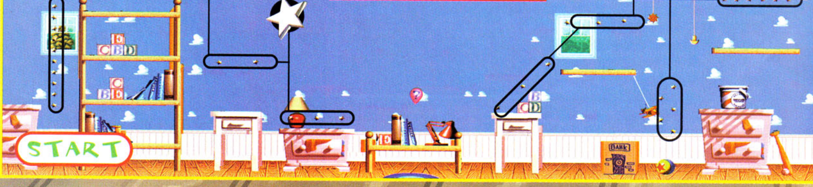
TOY DEPLOY

Andy is celebrating his sixth birthday by opening his presents, but upstairs his toys are in a tizzy! Fearing that they'll be shelved in favor of finer gifts, the toys call out the troops for a risky recon mission. Woody must lift the lid off the platoon's plastic pail and provide them with a baby monitor for messages. Avoid flying planes, chugging trains, and the mystery balloons at all costs!

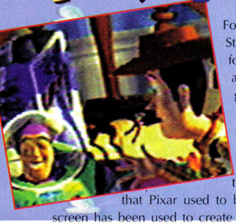


FALL GUY!

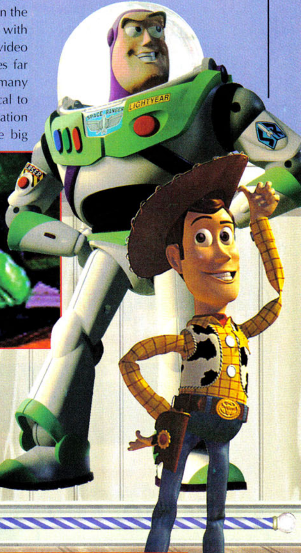
When you reach the elevated platform with the plane circling on a string below, make sure that Woody doesn't take a flying leap off the left side or he's libel to entirely miss the table with the blocks. If, instead, he falls off the platform at an angle, Woody's guaranteed to make a safe landing.



TOYS COME HOME!

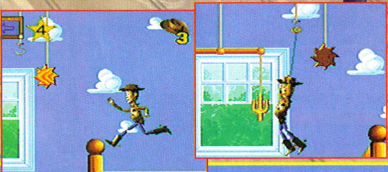


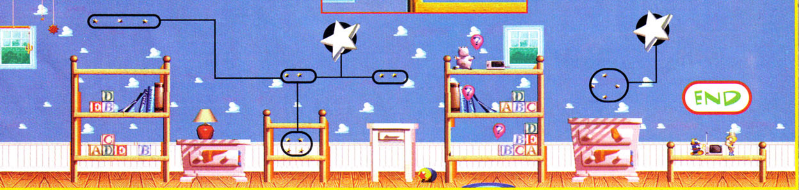
For fans of Disney's computer-animated mega-hit, Toy Story, the short wait for the movie's conversion to a game for the Super NES is over. Long before the movie hit theaters, Disney Interactive was already hard at work on the game, and the result is a fast-paced platform cart with knock-out graphics. While it's true that many video translations of good movies fall short—sometimes far short—of expectations, Toy Story hits the mark in many aspects. Not only is the story line almost identical to the movie, but the same computer-generated animation that Pixar used to bring those beautifully rendered characters to the big screen has been used to create Buzz, Woody and crew for the Super NES as well. The toys come to life in stunning 3-D graphics that are a delight to behold. From Hamm to Mr. Potato Head, from the Green Army Men to Rex, the big green reptile, they're all there. The early stages might seem overly easy, but the challenge increases rapidly, so rest those thumbs and get ready for an eye-popping experience: The toys are back in town!



LASSO LESSON

You'll find that using the pull-string lasso to grab hooks is one of the most challenging and important moves in the game. In this level, you have only one hook to practice your lasso toss on. Get it down cold now. Using the lasso technique is the only way to reach a stockpile of health stars in this stage, and you'll need to use it skillfully in many other levels, too. So swing like a pro—or get ready for a very long fall.



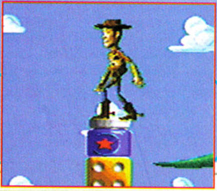


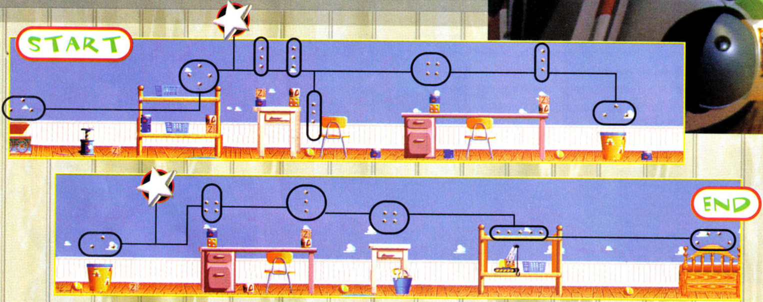
HIDE AND SEEK

While Andy's away, the toys may play, but he'd better not catch them in the act! As Andy makes his way upstairs, Woody must hide any evidence that the toys have been out of place. There are also stars to seek out, but you'd better act fast: This stage is timed!

SKY HIGH

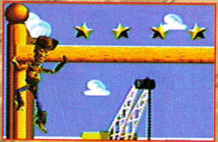
Before you knock over the tabletop blocks to free your friends, make sure you use these little wooden wonders to grab the shining stars overhead. If you don't, the stars will be too high for Woody to reach.

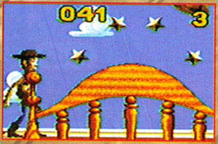


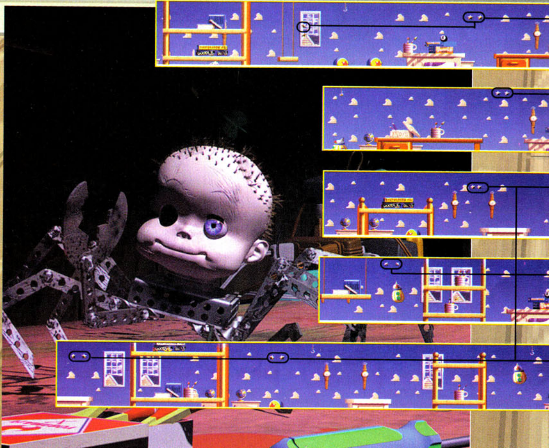


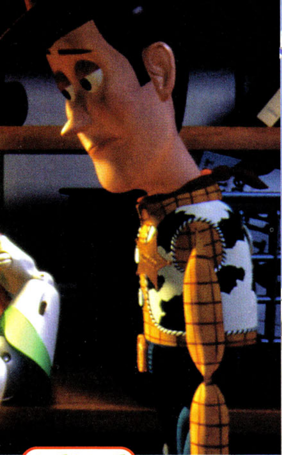
STARS TO END

If you begin by quickly nabbing all the Gold Stars, you'll still have time to free all your blocked buddies. Be sure that you grab the stars at the end of the level before you release the R. C. Car. If it beats you to the bed, the stars will be unreachable.







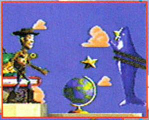


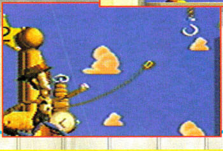
LIGHTYEAR'S AHEAD

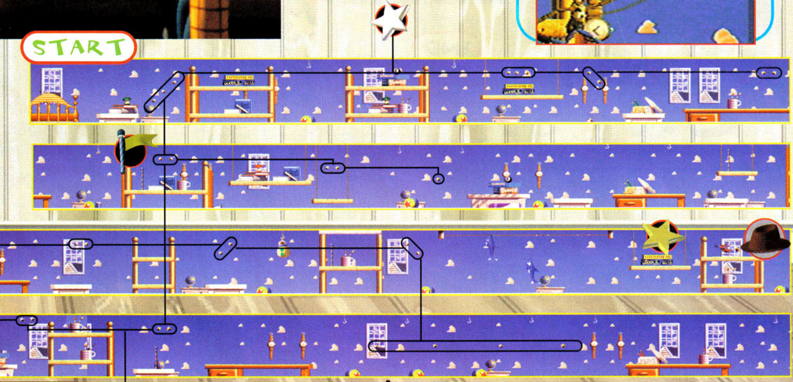
Woody's worst nightmare has come true: Andy has received a Buzz Lightyear for his birthday, and the muscle-bound space ace is treading on Woody's turf. What's worse, the laser-packin' lummox doesn't even realize that he's a toy! To prove that he's every bit as good as the swelled headed hero, Woody must race Buzz on a course loaded with perilous pitfalls and hopping hazards. Unfortunately, no matter how hard he tries, Buzz Lightyear just can't be beat.

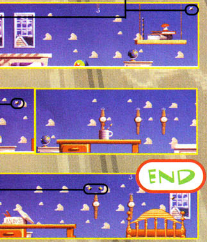
POP-UP PERIL

Sharks and clowns on the bound make Woody's race a treacherous trial. Instead of hurrying into harm's way, hit the bouncing baddies with your pull-string. This will slow them down long enough for Woody to make less dangerous leaps. In this stage, you'll also face plenty of hook-swinging action, which requires a combination of split-second timing and tremendous patience. You'd better hope that you learned your lasso lessons well!





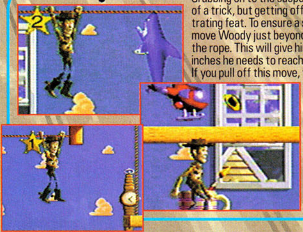


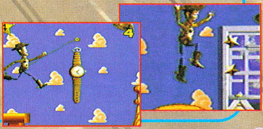


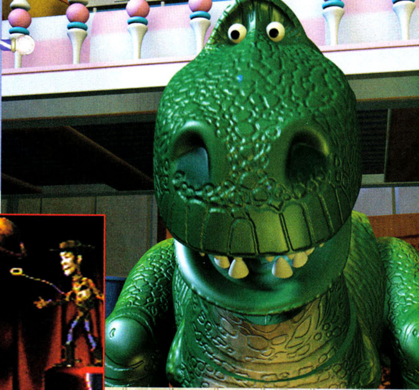
HANG ON!

Grabbing on to the suspended rope is a bit of a trick, but getting off it safely is a frustrating feat. To ensure a smooth landing, move Woody just beyond the right end of the rope. This will give him the few extra inches he needs to reach the next platform. If you pull off this move, you'll snag a Cowboy Hat!

To snatch the last stars in this level, you're going to have to make the leap of your life. Just before reaching the finish line, you'll spot a hook hanging far to the right. If you can catch it with your pull-string, you'll reach the stars. Miss it and you can kiss 'em goodbye.

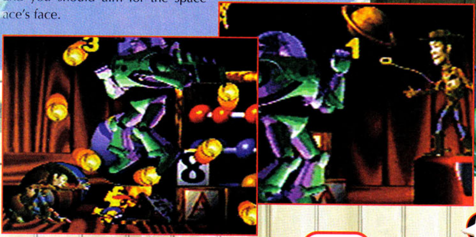






BIG BUZZ

Woody tries to sleep off his defeat to Buzz, only to find himself battling the big guy in a nasty nightmare. To make matters worse, Buzz seems to have grown by leaps and bounds, and his laser can deal out some real damage. As the stage begins, Lightyear materializes near the floor, so Woody should duck and start pummeling Buzz with his pull-string. You'll have to wait for the Lightyear laser to go off before you can land a hit, and you should aim for the space ace's face.

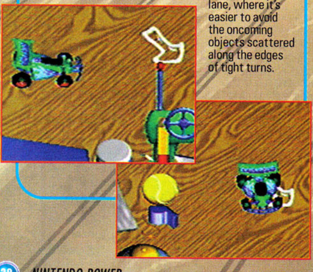


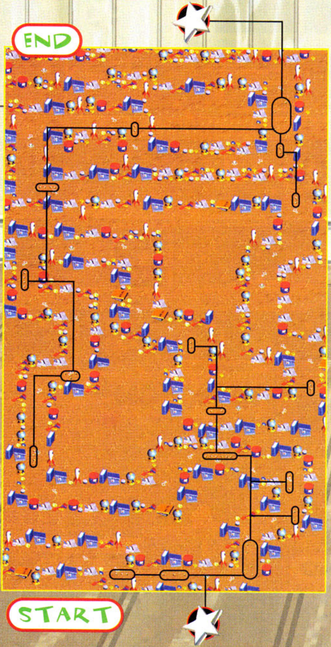
CRASH COURSE

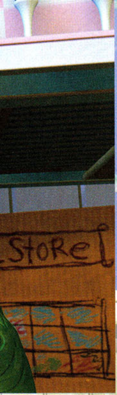
Andy can take only one toy to Pizza Planet, and Woody's determined to be that favored sidekick. But first the cowboy has to get Buzz plucked out of the picture. Use the R.C. Car to bump Buzz off the bureau while picking up precious batteries. Be careful—sudden swerves can send you spinning.

DRIVER'S ED

While upcoming twists and turns are well marked by arrows, staying on track can still be a hit-and-miss affair. If you find yourself constantly swerving or overcompensating for wretched steering, you may want to give up using the Control Pad to guide your wildly-spinning wheels and use the less touchy L and R Buttons instead. It also helps to stay close to the center of the lane, where it's easier to avoid the oncoming objects scattered along the edges of tight turns.

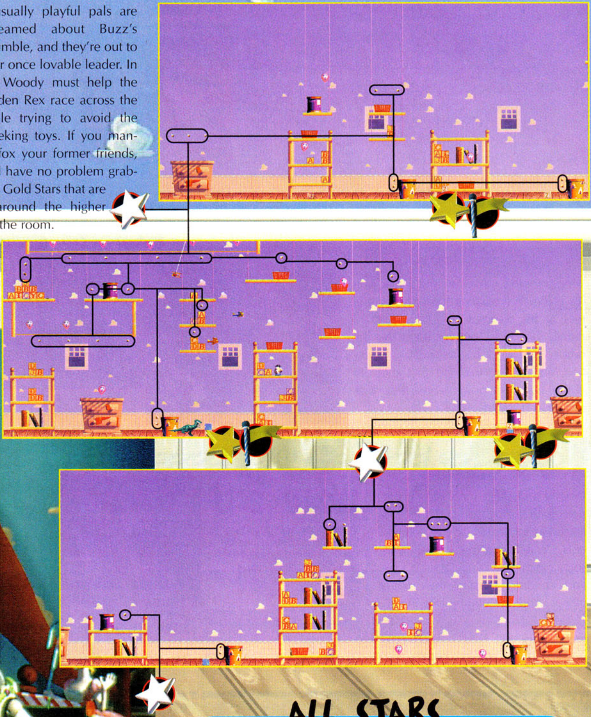






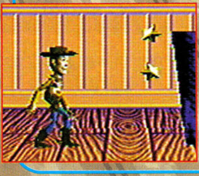
AVOID THE TOYS!

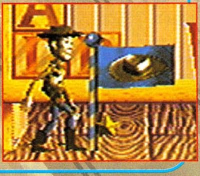
Woody's usually playful pals are plenty steamed about Buzz's untimely tumble, and they're out to punish their once lovable leader. In this level, Woody must help the anxiety-ridden Rex race across the room, while trying to avoid the revenge-seeking toys. If you manage to outfox your former friends, you should have no problem grabbing all the Gold Stars that are scattered around the higher reaches of the room.



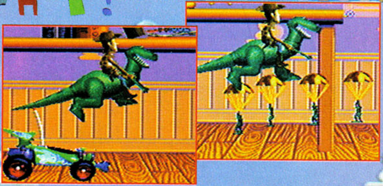
ALL STARS

It's important to snag every last star and Continue Flag in this stage if you want to keep Woody hale and hearty. And unless you like backtracking, you'd better grab the Gold Stars by the garbage cans before you head up to higher pastures. Can't locate the Continue Flags? You'll find them only by bashing the blocks that are barricading Rex. Make sure you've made the flags unfurl, or you're likely to see a lot more of this level.



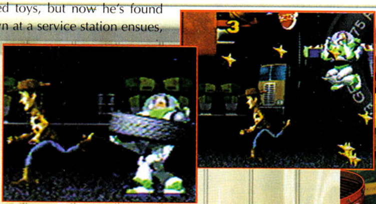


DINO-MIGHT!



Andy's toys are throwing a tantrum, and Woody is up to his eyeballs in trouble! While the playthings plan a pounding for our cowboy, Rex repays a debt by giving Woody a high speed ride out of harm's way. Your main challenges in this Tyrannosaurus race are the R.C. Car and the platoons of falling paratroopers. If you hear the car screeching up behind you, move to the middle of the screen to avoid its tormenting tires. To bypass the troops, stay left and then pop right over their open parachutes.

RADIAL ROUNDUP



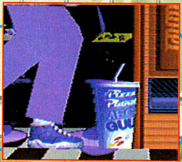
Woody may have escaped Andy's enraged toys, but now he's found Buzz in an awfully foul mood. A showdown at a service station ensues, with Buzz using his ample brawn and wing-spinning moves to put Woody in his place. The cowboy has only a crude tool at his disposal: an old, wretched radial. Tire Buzz out by bouncing the rubber ring over his muscular midsection, and collect the stars that spill out during his super power-spins. It's not as simple as it sounds.

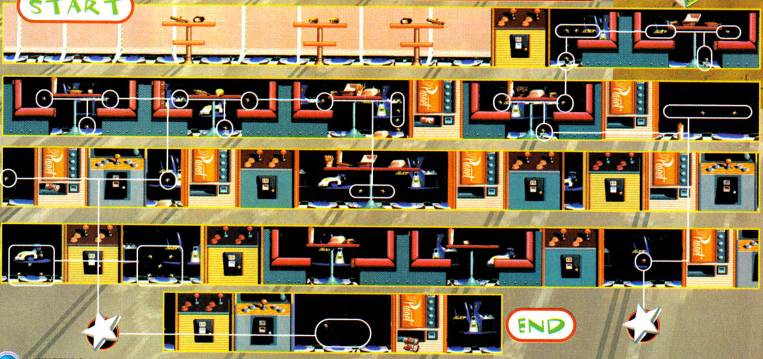
FAST FOOD

Woody and Buzz must pick a perilous path through Pizza Planet, disguised as a burger box and a cup of cola. Watch out for can-spewing soda machines, falling french fries, and children chasing their paper planes. And don't bump into Buzz!

HOLD IT!

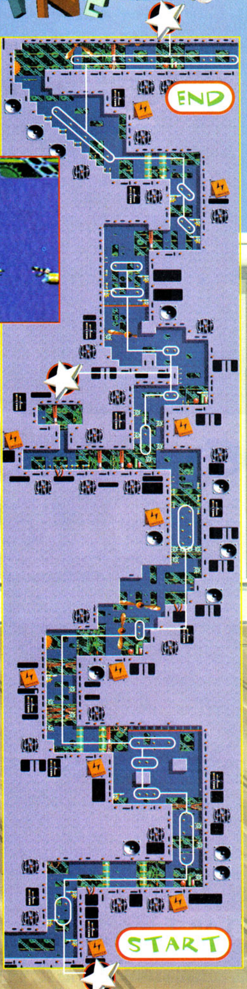
When those pesky planes come flying by, hold Down on the Control Pad to crouch and wait. When the kid comes along chasing his plane, you'll be safely hidden beneath your cup.





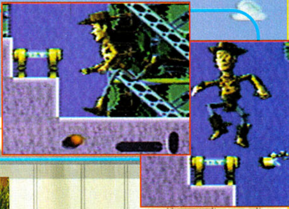
MEAN MACHINE

While Woody wanders through the Pizza Planet, Buzz Lightyear has gotten sidetracked by a spaceship-shaped machine, which he has mistaken as his ticket back to home base. In order to bail out the befuddled Buzz, Woody must work his way through this mechanical maze while avoiding its hi-tech trappings.



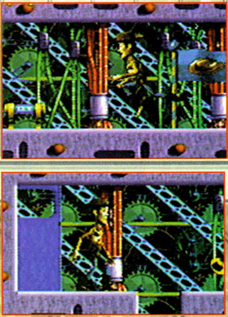
NO SWEAT

While the exploding fuses that are strewn around this stage may appear to be menacing, Woody has no reason to worry about them. As he approaches these time bombs, they'll begin to shake, and shortly after, they'll blast to bits. Get the fuses trembling by coming in close, then quickly put some distance between Woody and the dangerous devices.



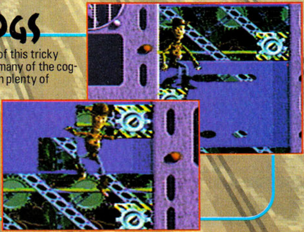
HIDDEN HAT!

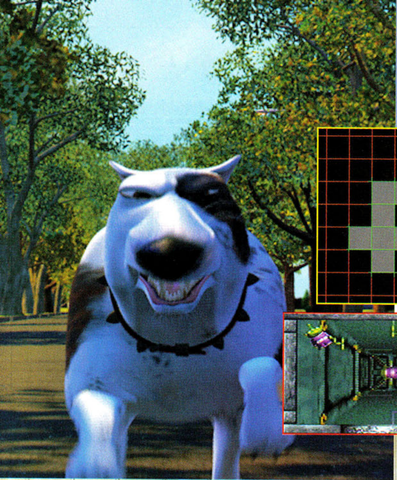
When you locate the long row of fuses, run by the little land mines and jump into the wall. Now hop up to a hidden room where a Cowboy Hat lies beyond a small gap.



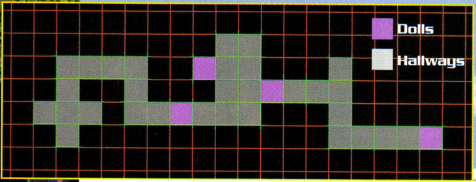
CRAZY COGS

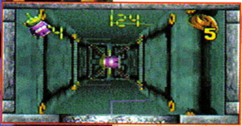
While attempting to reach the top of this tricky stage, Woody soon discovers that many of the cog-lifts move in mysterious ways. With plenty of patience, though, bounding from platform to platform will become a breeze. Instead of just jumping willy-nilly, ride each cog for as long as you can, and just before it disappears behind a wall, make your leap to the next lift. Don't let their sudden changes in direction fool you or you'll be in for a fall.





HELLO DOLLY!

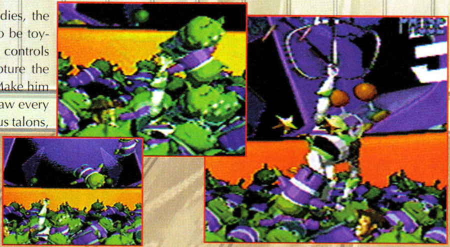




Four alien squeeze dolls have disappeared within the walls of the giant machine, and their cuddly comrades have recruited Woody to rescue them. In what is definitely the strangest stage of the game, players are given a first-person perspective to go looking for the little guys. The only trick is that every time you find one of the three-eyed extraterrestrials, you must deposit it back at the start of the stage before you can nab another. Luckily, there aren't any hidden hassles that could damage Woody's health.

CLAWBER IT!

To repay Woody for rescuing their little green buddies, the squeaky dolls lead Woody to Buzz, who is about to be toy-napped by Andy's nasty neighbor, Sid. Manning the controls of a giant claw, Sid's spending his quarters to capture the space ranger for some less-than-pleasant purposes. Make him blow his pocket change by bumping aliens off the claw every time he picks Buzz up. While avoiding the treacherous talons, stand off to Lightyear's left and start juggling the E.T.s three at a time. When the claw catches Buzz, bop the aliens up and to the right to tag the mechanical arm as it moves away.

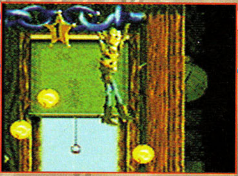


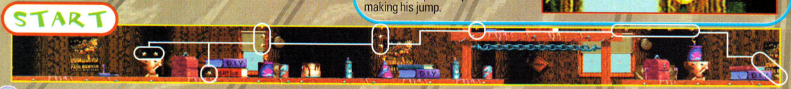
SID'S TOYS

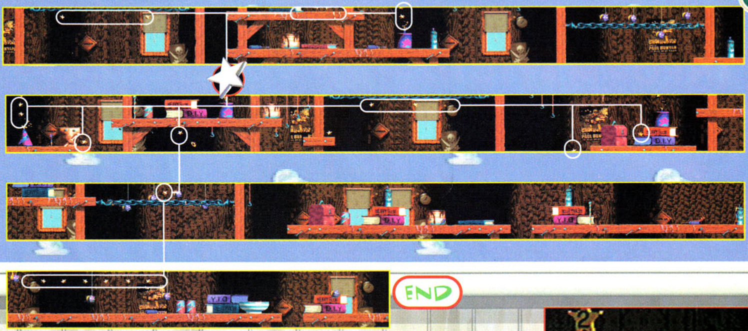
Seems that Sid hasn't cleaned up his room lately, and it's full of diabolical dangers. Trying to flee the fate that awaits all of Sid's toys, Woody races across the brat's cluttered workbench, facing exploding fireworks, sinister spiders, and deadly drop-offs at every turn. Even if you survive, you may still fall prey to Sid's sadistic schemes.

HANG-UPS

When Woody finds himself hanging from a chain, he may need to take a long leap to lasso the nearest hook. In most cases, the cowboy should hand-over-hand his way as close to the wooden post as possible before making his jump.

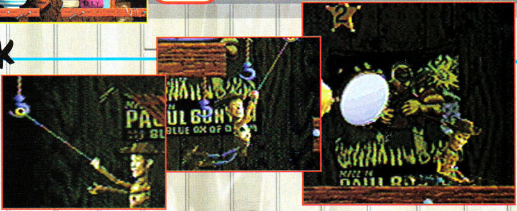


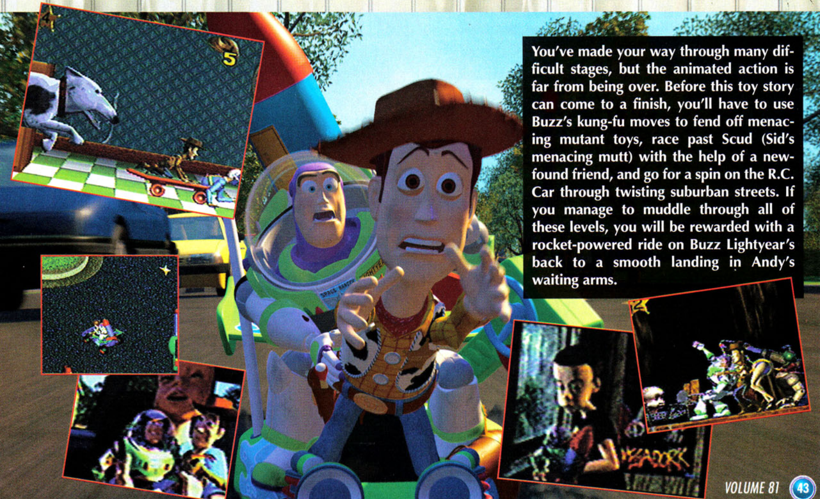




A HAT TRICK

Although it's easy to miss, you may spy a Cowboy Hat spinning beneath one of Sid's workbenches. Here's a hint on how to nab it: Look for the four hooks hanging in a row and start swinging back to the left. Unfortunately, a hat won't protect you from the scorching heat that Sid's going to deliver. Since you'll miss a bunch of stars while you're smoldering, chill out and wait until the fire is out before going back to grab them.





You've made your way through many difficult stages, but the animated action is far from being over. Before this toy story can come to a finish, you'll have to use Buzz's kung-fu moves to fend off menacing mutant toys, race past Scud (Sid's menacing mutt) with the help of a newfound friend, and go for a spin on the R.C. Car through twisting suburban streets. If you manage to muddle through all of these levels, you will be rewarded with a rocket-powered ride on Buzz Lightyear's back to a smooth landing in Andy's waiting arms.

CLASSIFIED INFORMATION

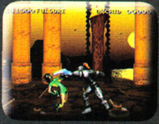
0428 6211 4842 0680

MEMBER IDENTIFICATION #

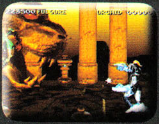
KILLER INSTINCT

Air Ultras and Air Ultimates

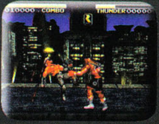
The beauty of Killer Instinct's combo system is that it allows for so many variations. Here's a trick that lets you perform an Ultra or Ultimate combo after you've knocked down or juggled your opponent. When your opponent's second life bar is flashing, do a quick combo with an auto double that results in a knockdown or juggle. A split-second after the auto double, whip out an Ultra or Ultimate combo activator (the Press/Release forms work best). The key is to quickly "overload" the computer with commands, so the combo should be very fast but packed with hits. If it works, it will look like you're hitting thin air, but you'll actually be delivering the punishment. Whether your opponent is across the screen or clear off it, hanging in the air from your juggle, he or she will still be damaged by your punches.


FULGORE
ORCHID

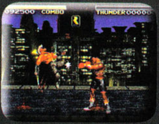
As Fulgore, start off with a Fierce Cyberdash, Eyelaser and a Quick Punch...


FULGORE
ORCHID

...followed by the Press/Release Ultra or Ultimate combo activator.


COMBO
THUNDER

As T.J. Combo, do a Fierce Kick, Fierce Knee K.O. and a Medium Kick...

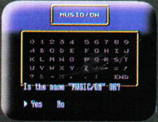

COMBO
THUNDER

...followed by the Press/Release Ultra or Ultimate combo activator.

Ogre Battle

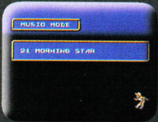
Sound Test

Want to hear the stirring strains of the Ogre Battle musical score? On the Name Select screen, enter MUSIC/ON as your name, then press A. Press Up and Down to scroll through the musical selections and press Start to play them.


MUSIC/ON
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z / - = !
? & + % , . : END
▸ Yes
No

Is the name "MUSIC/ON" OK?

Enter MUSIC/ON as your name, then press A.

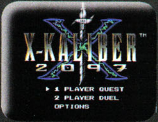

MUSIC MODE
21 MORNING STAR

What music goes well with a dawn patrol?

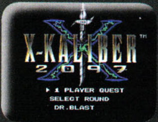
X-KALIBER 2097

Round Select

To start from any round, press Right, Right, Left, Left, Up, Down, Left, Down, Down and Down on the title screen. The music should start over. Now press Y to get the New Game option, then press Y for the Round Select option.


X-KALIBER 2097
▸ 1 PLAYER QUEST
2 PLAYER DUEL
OPTIONS

If the music doesn't start over, turn your game off and on and try the code again.


X-KALIBER 2097
▸ 1 PLAYER QUEST
SELECT ROUND
DR.BLAST

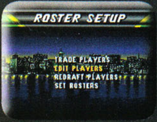
You can start from any round and even go straight to the major bad guys.

NBA LIVE 96

Hidden Players

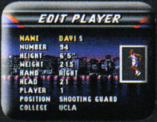
The NBA playoffs are just a couple of months away, but with this trick, you'll be able to put together an all-star team in no time. Select the Edit Players option from the Roster Setup menu. Highlight one of the players and press B to access his file. Choose one of the players from the list below and enter his last name in the name slot, then press B. The player's picture and stats will change to match the player you've named. You can now use the Trade Players option to get that player on your roster!

Michael Jordan
Charles Barkley
Earvin "Magic" Johnson
George Gervin
Bill Walton
Dave Cowens
Larry Bird
Oscar Robertson
Kareem Abdul Jabbar
Jerry West
Kevin McHale
Elgin Baylor
Phil Ford
Walter Davis


ROSTER SETUP

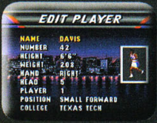
TRADE PLAYERS
EDIT PLAYERS
REDRAFT PLAYERS
SET ROSTERS

Highlight the Edit Players option and press B.


EDIT PLAYER

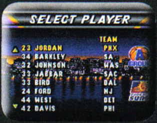
NAME	DAVI S
NUMBER	94
HEIGHT	6'5"
WEIGHT	215
HAND	RIGHT
HEAD	21
PLAYER	1
POSITION	SHOOTING GUARD
COLLEGE	UCLA

Use the Control Pad to change the player's name.


EDIT PLAYER

NAME	DAVIS
NUMBER	42
HEIGHT	6'6"
WEIGHT	208
HAND	RIGHT
HEAD	5
PLAYER	1
POSITION	SMALL FORWARD
COLLEGE	TEXAS TECH

Press B to lock in the new name and stats.


SELECT PLAYER

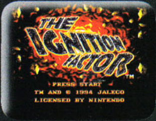
		TEAM
23	JORDAN	PHX
34	BARKLEY	SA
32	JOHNSON	WAS
33	JABBAR	SAC
33	BIRD	DAL
24	FORD	NJ
44	WEST	DET
42	DAVIS	PHI

With a team like this, you can't lose!

THE IGNITION FACTOR

Stage Select and Bonus Mission

Squad 51, there's a three-alarm fire at the Bradshaw Steel Mill...but you can skip over that mission, if you like! To start from Stage Two, hold the R Button on Controller II and press Start on Controller I. To start from Stage Three, hold the L Button on Controller II and press Start on Controller I. To access the special bonus mission, hold both the L and R Buttons on Controller II and press Start on Controller I. The bonus mission usually appears only if you score 4,500 points or more in Missions One through Eight. Not only is there a raging fire in this mission, but there are also raging mutants!



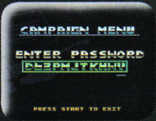
Enter the appropriate code on the title screen.

Firefighting school didn't prepare you for mutant hordes!

URBAN STRIKE

End Screen and Credits

THQ's latest helicopter adventure is not for the faint of heart or shaky of hand. If you'd like to skip over the tough stuff and go straight to the end screen and credits, enter the following password: D, 6, 3 P, M, J, T, K, H, W and Y. Press Start to go back to the title screen, then press Start again.


CAMPAIGN MENU

ENTER PASSWORD
D63PMJTKHWY

PRESS START TO EXIT

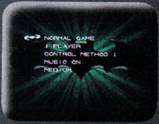
Enter the password and press Start twice.

You'll be on furlough before you know it!

FOREVER

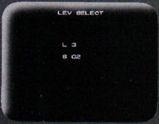
Holy Stage Select, Batman!

To skip ahead to any stage, press Left, Up, Left, Left, A, B and Y on the game start screen. Change the game type to "Normal," set the difficulty level and press Start. Choose your character as you normally do, then press Start to access the stage select screen. Press Up, Down, Left and Right on the Control Pad to choose the stage you want, then press Start. This code also allows you to use any gadget in the game (even if you haven't found the blueprints for it yet), though you still carry only four gadgets at a time.



NORMAL GAME
1 PLAYER
CONTROL METHOD 1
MUSIC ON
MEDIUM

If you input the code correctly, the screen will flash.



LEV SELECT

L 3

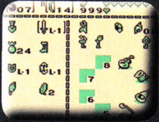
S 02

Use the Control Pad to change the stage numbers.

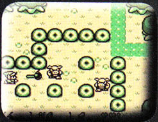
THE LEGEND OF ZELDA LINK'S AWAKENING

Explosive Arrows

Link is a perennial favorite among game players, and like a certain battery-operated bunny, he just keeps on going! This trick was only recently unearthed, and it utilizes two weapons you probably already have in your arsenal. Equip both the Arrows and the Bombs, then fire them simultaneously. Whammo! You've got Explosive Arrows! These will be perfect against a lot of the major enemies.



Equip both the Arrows and the Bombs.

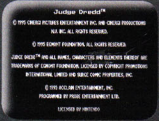


You can now deal a lot of damage from a distance!

JUDGE DREDD

Correct Code

Here's the correct form of the stage select code we originally printed back in Volume 79. On the screen with copyright information, press Left, Up, X, Up, Right (not R) and Y. Ignore the message that appears and press A and Y together, then B and X together. Press Start to begin a new game. You can access the stage select screen at any time by pressing Select, and your life bar will refill slowly after every hit. Since we originally printed this code, we've also learned that if you pause the game while fighting a major foe, your life bar will automatically refill all the way!



Judge Dredd™

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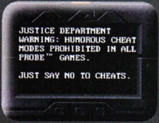
PROGRAMMED BY PROBE ENTERTAINMENT LTD.

LICENSED BY NINTENDO

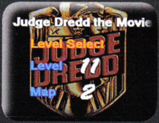
You must input the entire code before the copyright information fades away.



JUSTICE DEPARTMENT
WARNING: HUMOROUS CHEAT MODES PROHIBITED IN ALL PROBE™ GAMES.

JUST SAY NO TO CHEATS.

Press A and Y, then B and X to activate the stage select and energy refill.



Judge Dredd the Movie
Level Select
Level 11
Map 2

Use the Control Pad to select the stage you want to go to.

You get an energy boost, but you're not invulnerable!

MARIO'S TENNIS

Tough Tourney

To increase the difficulty of the "Hard" setting, press L, L, R, L, R and Select on the title screen. (L and R refer to the L and R Buttons, not Left and Right.) If done correctly, you'll hear a tone when you press Select. You'd better start practicing your serve and your backhand!

CLASSIFIED INFORMATION

Power-Up Codes Galore

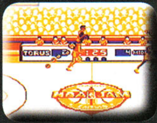
This is our month for great basketball codes! Like its Super NES sibling, NBA Jam Tournament Edition for the Game Boy is a rollicking good time . Fortunately for Jam fans, most of the codes for the Super NES version of the game also work for the Game Boy version! Enter any code on the screen that says, "Tonight's Match-Up," then press Start to begin your game. If you enter a code correctly, you'll often receive a quick message at the top of the screen just before the referee performs the opening tip-off.

Shot Percentage Display

Press Up, Up, Down, Down and B. "SHOT %" will flash on the screen. When you shoot, the game will display the odds of your making that basket.

Super Dunks

If you want to dunk from anywhere on the court, press Left, Right, A, B, B and A. "ULTRA JAM" will flash on the screen before the game starts.



Always On Fire

Press Down, Right, Right, B, A and Left if you want to always be on top of your game. "FIRE" will flash on the screen before the game starts.

Legal Goal Tending

Want to get in your opponents' faces without getting a foul? Press Right, Up, Down, Right, Down and Up. "GOALTEND" will flash on the screen before the game starts.

More Interceptions

Press Left, Left, Left, Left, A and Right to improve your chances of intercepting the ball. "QUICK HND" will flash on the screen before the game starts.

More 3-Pointers

Improve your chances of making three-point shots by pressing Up, Down, Left, Right, Left, Down and Up. "3 PT" will flash on the screen just before the game starts.

Slippery Court

Press A, A, A, A, A, Right, Right, Right, Right and Right to get that just-waxed feeling! There's no message, but all players will slide around as if the court was covered in ice!

High Shots

Press Up, Down, Up, Down, Right, Up, A, A, A, A and Down. Shooting the ball higher won't improve your game, but it's fun to watch. There's no message with this code.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
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SYNDICATE™

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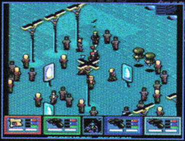
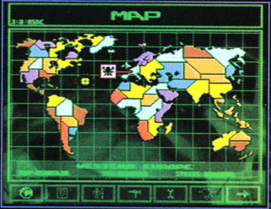
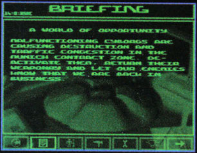
Conquer the world for your crime syndicate! That's the straightforward goal of Ocean's new game, which blends elements of strategy games with plenty of pure firepower. As many as four players can equip squads of cyborgs and send them out on more than 50 deadly missions on the mean streets of the future.



THE STRONG ARM OF THE LAW

The collapse of the New World Order plunged civilization into chaos. Finally, ruthless crime syndicates asserted a semblance of control. Now, they're in a fight to the finish for total domination! But in this hyperviolent world, old-fashioned human soldiers are a liability. Instead, the syndicates have hijacked the latest advances in biotechnology to develop lethal cyborgs, marauding machines with superhuman capabilties. As a junior syndicate exec, you'll modify your cyborg's bodies, arm them with powerful weapons and send them out to pacify the citizenry. Unintuitive game control and so-so graphics keep Syndicate off the A List, but the game's novel setup, dark humor and creepy music should attract both action and strategy fans.

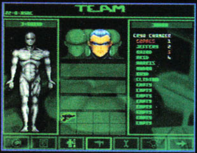




BRIEFING

A WORLD OF OPPORTUNITY

MALFUNCTIONING CYBORGS ARE CAUSING DESTRUCTION AND TRAFFIC CONGESTION IN THE MUNICH CONTRACT ZONE. DE-ACTIVATE THEM, RETURN THEIR WEAPONRY AND LET OUR ENEMIES KNOW THAT WE ARE BACK IN BUSINESS.

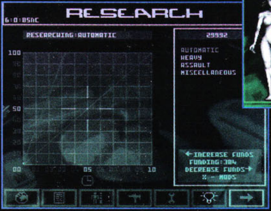


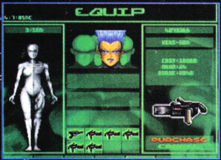
Bigwigs in the syndicate are grooming you for a top managerial position. To climb the criminal-corporate ladder, though, you'll have to prove your mettle by successfully completing increasingly difficult missions all over the world.

Stage a riot? Rescue a dictator? Persuade a Russian ballerina to join your side? There's no end to the inventiveness of the scenarios in Syndicate.

THE COGS OF WAR

The game commences with eight identical agents resting in the Cryo Chamber. Additional chambers await captured enemy agents. It's up to you to outfit and send out your robots. You control a cyborg via the CHIP implanted in its neck. The CHIP also injects drugs that boost API (Adrenaline, Perception, Intelligence) levels in the agent's bloodstream. Enhance your team members with different capabilities and you'll have a smorgasbord of cyborgs to choose from. On particularly treacherous missions, you might want to take out a bunch of enemy agents by blowing up a scantily equipped cyborg.

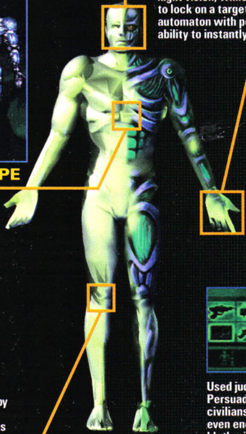




Don't forget to set aside some money for research. Try to develop a Version 3 chest as soon as possible, then plow cash into brain and leg development. The best all-around weapon to develop is the Mini-Gun.

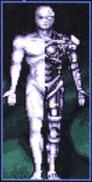
BRAIN & EYES

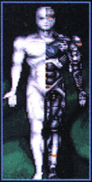
Enhance your cyborg's CPU by investing in cerebral research. Eyes Version 1 enhances night vision, while Version 2 makes it easier to lock on a target. Eyes 3.0 endows your automaton with perfect night sight and the ability to instantly identify threats.

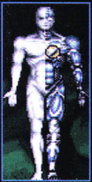


ARMS AND ARMORY

Your cyborgs can carry more firepower if you ante up cash for hydraulic, plasteel or cybermesh arms. The Pistol, Shotgun, Long Range Rifle and Uzi SMG are all cheap and nasty.


V1 TYPE


V2 TYPE

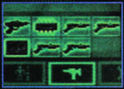

V3 TYPE

CHEST

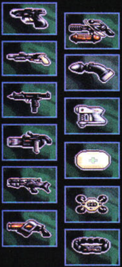
This heavy metal cage will protect your minions from direct fire. Plow cash into research so you can develop advanced Versions 2 and 3, pronto! The advanced armors come with the all-important Self-Destruct capability.

HEART

The heart stimulator carefully maintains the cyborg's heart rate, while the costlier heart accelerator maximizes the impact of CHIP drugs by speeding up blood circulation. The top-of-the-line cybernetic heart will send blood racing at triple its normal speed.



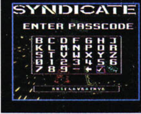
Used judiciously, the Persuadertron will turn civilians, guards, and even enemy agents into blathering lapdogs. Don't leave home without it!



LEG

Dodge bullets and get out of harm's way more quickly with Version 1 hydraulic legs. Invest in R&D to get Version 2 plasteel and Version 3 cybermesh legs. Then your metallic minions will really move like they're made out of quicksilver!

TRY, TRY AGAIN



Mission failed? You can immediately reenter the Mission Zone, but it's best to hit Reset and begin again. Otherwise, you'll lose all the money you've spent to equip and modify your team. When you successfully complete your mission, you'll get a lengthy password and the option to move on to your next mission in an adjacent zone.

YOUR WICKED WORLD WIDE WEB

You'll watch and control all the action from an airship hovering over each Mission Zone. Your boss is watching at the same time via a satellite link-up, and he'll be none too pleased if you botch things! Your most precious commodity is up-to-the-minute intelligence, so be sure to study these tips on inflicting serious damage. Pause frequently to survey the Mission Zone for hidden dangers.

WESTERN EUROPE

Save your meager beginner's budget by hitting the streets with only two cyborgs. Load up on cheap Shotguns and make sure the one with the Persuader also has a Version 1 chest. As you scour Munich for malfunctioning cyborgs, don't forget to persuade a few innocent civilians.

SCANDINAVIA

Free-market extremists have kidnapped a judge's son. Rescue the lad and persuadertron his captors to sign up with your syndicate, but don't be afraid to spill a little entrepreneurial blood en route. Take your time in these early missions and your researchers back at the lab will have spiffy new gear when you return. Don't rest for too long in any one place, though, or rival agents will attack. Just keep moving.

CENTRAL EUROPE

With some care and planning, you should be able to begin filling your empty Cryo Chambers with persuaded enemy agents in this stage. Deck out all members of your squad from head to toe with Version 1 modifications. Juice their API levels to the max, then take a car ride to the compound's gate. If you can avoid the urge to waste the enemy agents to your right, you should be able to persuade them later on.

EASTERN EUROPE

A Warsaw nightclub operator on amiable terms with local pols can be of big help to your syndicate, but first she needs some friendly persuasion. The burly bouncers won't want to let you in. Impress them with your good will by unholstering a Persuadertron. Once you've secured the subject, watch out for rogue cops lying in ambush behind a wall.

URALS

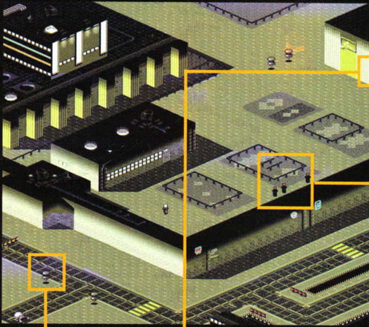
Your biggest mission yet calls for you to grab the brilliant Dr. Urquhart, who's been bioengineering a mutant locust that could devastate the crops of rival syndicates. Get to the doctor's top-secret lab by stealing a car from under the noses of two guards. To get rid of the guards by the side of the road, you'll have to effect an old-fashioned drive-by.

SIBERIA

Dance, little sister! A world-class ballet dancer with excellent cash flow would like to join your side, but her trainer will need a bit of persuading. Be on guard for well-armed enemy agents who don't like people in tutus.

URBAN SURFING

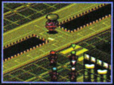
Ease up on that trigger finger. Successfully completing a mission on the mean streets requires a lot more than the urge to spill blood indiscriminately. Bummer, huh? Before charging in, take a deep breath and check out the lay of the land. After all, your bosses will be sorely disappointed if they find that you've been toasting someone you're supposed to rescue. You'll also want to stock your Cryo Chamber with persuaded enemy agents. To do that, you'll need to have at least a Version 1 brain and to have persuaded at least five civilians. You can't fill your Cryo Chamber with persuaded citizens, guards and police. After all, they're real people. But you will collect cold cash if they survive to the end of a mission.



COVER STORY

Seek protection from buildings, walls and other objects. Enemies do this too, so watch out for ambushes. The Persuadertron will work through walls, but be sure your captive doesn't get stuck on the other side.

VOID A DROID



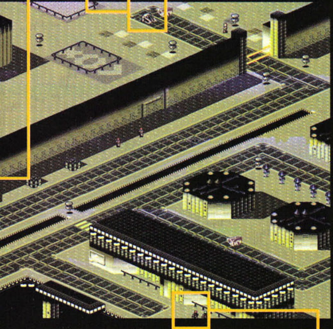
Both green guard droids and cherry-topped police enforcer droids help patrol the streets. Neither will fire until fired upon, which makes them fun for the occasional round of target practice.

TAKE THE LONG VIEW

When you first enter an unfamiliar Mission Zone, press Start then use your Control Pad to examine the entire zone. When ambulating through the area, listen closely for the staccato sound of approaching enemy gunfire.

A V-8 IS GREAT

Press the B Button to hop into and out of vehicles. When you reach an intersection, press the Control Pad to make a turn.



ALL FOR ONE AND ONE FOR ALL

Press Select as the beginning of a mission and your cyborgs will move and mow down the opposition in lockstep. Most often, though, it's best to control them separately. Press Select again, then press and hold the Y Button while pressing Left or Right to cycle through your squad members.

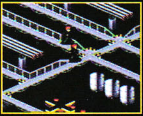
MONGOLIA

A broadcast tycoon with ethics? Imagine that! Sam Kudasai's chief scheduler needs a bit of moral persuasion so he will agree to carry your syndicate's commercials. He will be attending a heavily guarded staff picnic in a city park. Keep your shotguns holstered. You don't want a stray shot to cancel the scheduler, do you?

KAZAKHSTAN

Free speech is verboten in the future, but an irresponsible writer has gone ahead and written a nasty polemic against your syndicate anyway. You'll have to persuade his publisher to show you where the ink-stained wretch is hiding. Once there, write off the wordsmith. You'll have to flush out rival syndicalists with a few bursts from your Mini-Guns into the Karaganda City square.

KAMCHATKA



The security of one of your syndicate's top weapons labs is in danger after agents from the deceptively named Taoist syndicate have seized control of the surrounding toxic zone. Take lots of firepower on this mission. Once you've driven up the lab gate, be prepared for a full-force Taoist assault. If you've depleted your ammo, check out the small rectangular building near the exit for a concealed Gauss gun.

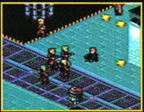
FAR EAST

Enjoy the sporting life in Taiwan. With your syndicate's plasmaball team training hard for the finals, you'll have to persuade the referee to give your boys the benefit of the doubt. Then charm the girlfriend of the opposing team's star to blackmail him. Be sure to grab the prototype CyberMed Kit stashed in a small square building near the bottommost wall.

CHINA

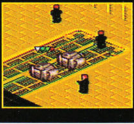
A Shanghai businessman of unquestioned moral rectitude is agitating against the syndicate. From your starting point, enter the car on the right, drive to the businessman's office and induce him to clear out his desk—permanently! Confisticate the cache of scurrilous, anti-syndicate fliers in the adjoining room. Don't take the car on the left. It's booby-trapped!

PACIFIC RIM



An especially unpopular syndicate leader (Like some of them are popular, right?) decides to take a stroll through downtown Tokyo. Little does he suspect that a rival syndicate is laying a trap for him. Garner a public relations coup by thwarting the would-be assassins. You can flush the enemy agents from their cover in the lower right-hand corner of your screen by firing indiscriminately at them.

INDIA



It will take lots of serious firepower to capture an animal lab run by the TLC Syndicate. First sweep the area, then seize the prototype Flamethrower hidden in the building just above where your team starts. Watch out for the enemy agents lying in wait behind the building's columns. Reduce your casualties in this stage by stocking up on Rifles and Laser Guns.

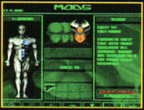
IRAN

Tehran's finest are escorting a senior syndicate accountant to the local Cryo Chamber. Take along plenty of Mini-Guns. You'll need them to silence his heavily armed escort. Aim carefully, or an errant shot will pencil out the pencil-pusher. Be sure to persuade the accountant's best buddy to come with you.

IRAQ

Uh-oh! Your syndicate plans wipe the town of Al Rutbah from the map with a nuclear test. Unfortunately, the town is also the home of the Mind Virus International syndicate's chief hacker, who plans to defect to your side. Escort the propeller-head to a bunker before the big boom. It's impractical, if not downright dangerous, to send more than one of your agents into the narrow, twisting building where the hacker is hiding out. Watch out for agents sent out by the hacker's annoyed ex-managers, including one hiding in the bunker itself.

INDONESIA



Head to Bangkok, where you'll need to persuade four business-persons of the need to pay your syndicate for protection. Assassins from the rival Tao syndicate will render the point moot if they reach the suits first. Clear the area of interlopers by making a broad sweep toward your observation aircraft, turning right and then heading away. You'll find your subjects helplessly hanging out in the middle of the crater-pocked city and in a nearby building. Move slowly when evacuating or you'll lose your subjects.

ARABIA

The psychological-warfare mavens at MVI are masterminding a cult that preaches peace and love among clones. The horror! Invade MVI's megaplex and shut up the sweetie-pies, then snatch a suitcase containing a computer disk with a comprehensive database of the cult. The megaplex's wide-open spaces make the Long Range Rifle and Laser Gun particularly useful for picking off MVI agents, who aren't practicing what they preach!

WESTERN AUSTRALIA

The Perth police aren't willing to trade in their old enforcer droids for new ones developed by your syndicate's weapons lab. Get some experience in the field of marketing by permanently decommissioning the old droids. Follow your radar screen carefully, for some are hidden in buildings. As always, watch out for enemy agents.

NORTHERN TERRITORIES

Laser-toting Tao agents threaten to overwhelm the Cairns Research Station in a daring nighttime raid. You and your tiny squad will have to hold the fort until reinforcements can arrive. You're not likely to complete this extremely challenging stage unless you've developed a full set of Version 3 modifications. Load up on Gauss and Mini Guns. When ready, tank up your team with adrenaline, then send them dashing out of the first building, guns ablazing.

NEW SOUTH WALES

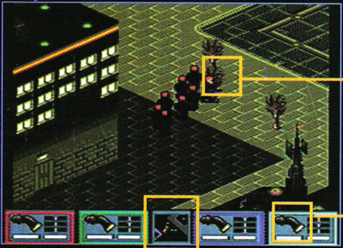
Surrounded by a group of admirers, world-famous architect Phyllis May is on her way to give a lecture in Canberra. You'll find her at the bottom of the Mission Zone. Decommission the nearby police droids and persuade her to join you. Don't be so gentle with her husband, a former mole for your syndicate who plans to turn traitor. Terminate him with extreme prejudice.

LIBYA

Abet a riot by destroying all enforcement droids and enemy agents in the area. If you want to ice this straightforward stage quickly, take along a handful of Chillers. They'll neutralize the milling crowds as well as the many droids.

CHIP SHOTS

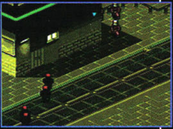
You control your agents via the CHIP inserted in the neck. The color-coded status bar at the bottom of your screen tells you the health of each cyborg, which weapon he or she is using and how much ammo is left. The three small bars to the right of the weapon register API levels in the agent's bloodstream. Increase the dosage when your agents are entering a dangerous area, but ratchet them down when they're in relative safety. Otherwise, you'll breed dependency in your agents.

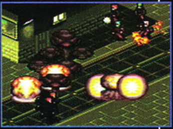


AN INSIDE JOB

It's usually best to send your cyborgs into buildings one at a time. Narrow doors and halls often create a cyborg logjam, which can create problems if you need to beat a hasty retreat. If a firefight breaks out, you might accidentally shoot someone you shouldn't. The scanner at the bottom center of your screen will track your cyborg and all other persons inside the building.

CLEAN UP

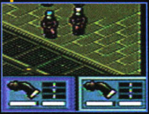


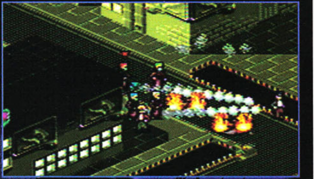


A persuaded subject tends to circle around like a sleepwalker. If you don't stay close, the persuadee may even wander off. In some missions, you'll have to pick up prototype weapons, computer disks and other objects. All this excess baggage slows down your agents and increases the likelihood of a nasty outcome if you run into rivals. For these reasons, it's always advisable to clear a Mission Zone of enemies before zeroing in on your subject.

LOAD AND LOCK

Don't waste ammo indiscriminately. Pick the powerful Gauss Gun, Mini Gun or Chiller when faced with a swarm of enemy cyborgs, but opt for the less-powerful Pistol, Shotgun or Uzi when squaring off against only one. The Laser Gun is excellent for long-range sniping. When things get really hot and heavy, you can wipe out everyone in the vicinity by dropping a Time Bomb and scramming as fast as you can.





ALGERIA

Head right from the building in the middle of the pond, then detonate the droids with a Gauss Gun as soon as you reach solid ground. After dispatching the motorist, you'll want to split up your team. Track down one target in the L-shaped building at the top right of the zone. The other is hunkered down behind a barbed-wire fence at the lower right corner of the zone.

MAURITANIA

Your higher-ups would like a nice friendly chat with renegade cyborg tycoon Martha Mugabe, who has brashly announced her independence. Take care to sweep the many guards from her sprawling factory complex. Eliminate the droids with your Long Range Rifles before corralling Mugabe and bringing her back home.

SUDAN

Evidence planted by operatives for Sphinx Inc. has persuaded an overzealous bank manager to freeze your syndicate's assets. You'll need to silence the rumor-mongers and bring in the misguided manager to discuss an interest-free loan. Remember that a persuaded person tends to wander, so don't move too fast to the exit point.

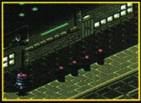
ZAIRE

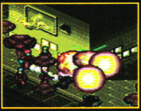
Take back a hijacked company car and teach the joyriders that grand theft auto doesn't pay. When you reach the stolen car, you'll have to sweep the area before turning the ignition. Watch out for a troublemaker behind a billboard and the droids in the courtyard of the hijackers' hangout. You'll find that Mini Guns come in handy for removing stalled autos in your path.

NIGERIA

The muckraking editor of Nigerian On-line News is making life uncomfortable for your syndicate. Be prepared to hail him with a hail of gunfire when he lands at his company airstrip. Expect an unfriendly welcome from agents sent in by Sphinx Inc. They're swarming over the airstrip like ants. When near the control tower, watch out for the agents wielding rocket launchers.

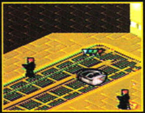
KENYA





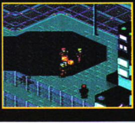
A shrewd saboteur has been bombing monorails throughout East Africa. Persuade her to side with your syndicate. You'll have to eliminate rivals, including agents sent by the Castrilo syndicate. They'll become violently jealous after you've persuaded the saboteur. Calm them down with a couple of Mini Guns.

SOUTH AFRICA



Free-thinking journalists and agents from Sphinx Inc. are stirring up trouble in the oil-rich region near Cape Horn. Deep-six the difficulty makers while protecting the kindly dictators who prime the pump of oil production. You'll find your first target on the far side of the long, thin building just above the starting point.

MOZAMBIQUE



Tsk-tsk. The ungrateful residents of this sector have revolted and seized their brutal dictator and his three family members. Be sure to put on your Version 3 eyes for your midnight rescue mission. You'll need them to find the four captives, who have been dispersed to safe houses around town.

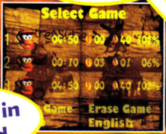
Cranky's TOP 10 TIPS

FOR GETTING 102%

Diddy Kong, you big dummy! Didn't I tell you that this adventure would be too difficult for you and Dixie to go it alone?
You'll need an expert like me to show you how to find all of the Kremkoins, Hero Coins, Bonus Areas and other secret goodies in DKC 2.
Now pay attention!

What's with this 102% business, you ask? Well, it's as plain as the tail on your butt! Every significant event in the game, including finding Kremkoins, completing stages and beating major monsters, has been given a numerical score. As you progress through the game, your score will add up until you've got 102%. Your current score, as well as the number of Kremkoins and Hero Coins you've found, are shown on the save file screen. How am I supposed to know how they came up with 102%? I'm a super-hero, not a mathematician!

Who's the Geezer?



Select Game

```
1   04:50  00  40  102%
2   00:10  03  01   06%
3   04:50  00  40  102%
```

Game   Erase Game
English

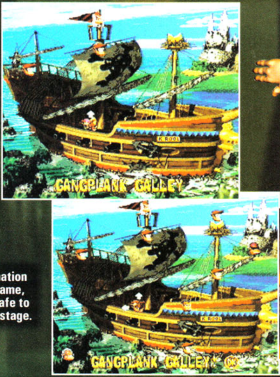
He's a Legend in His Own Mind

I'll ignore that remark, thank you very much! Now where was I? Oh, yeah! If you're having trouble uncovering all of DKC2's secrets, then you've done good by coming to see ol' Cranky. I've got a banana boat load of terrific tips that will help you explore every nook and cranny of Crocodile Isle and walk away with 102%. Just tear out this poster and put it in a prominent place (maybe replace that velvet painting of Elvis or the one with the dogs playing cards), and you'll see my top ten tips in order. So what about that Griffey kid on the other side of the poster? I'm the big star here!

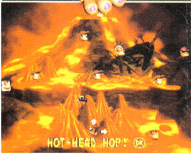
I don't even get two screens to stand in! I'm sure K. Rool will have two, so why can't I? Pah!

1 "!" Marks The Spot

Here's a good tip for you, little monkeys, so listen up. When you fully complete a stage, an exclamation point will appear after the stage's name on the map screen. If there is no exclamation point, then that means there are still things you need to do or find in there. Most events, like finding a Kremkoin or completing a Bonus Area, are worth one or two percentage points each.



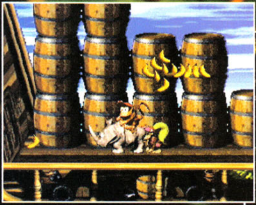
If you see an exclamation point after a stage name, then you know it's safe to move on to the next stage.

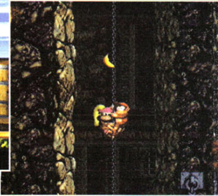


Donkey Kong Country 2
Cranky's Top 10 Tips

2 Watch The Bananas

Donkey Kong got himself captured, but at least he was smart enough to leave a few clues behind as he was being hauled away. (I guess he didn't trust you monkeys any more than I do!) Look for arrows made out of bananas, or for single bananas off to the side or next to walls. Most banana arrows or trails mark the way to the exit, but some point to hidden items or areas. As for the lone bananas, these sometimes indicate invisible hooks, barrels or secret passages through seemingly solid walls.

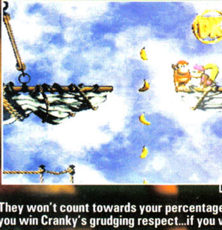


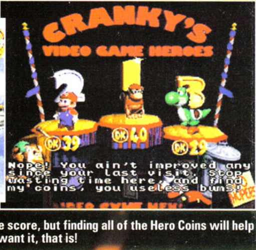


Single bananas sometimes mark the openings to secret passages. These passages serve as shortcuts and often lead to bananas, coins and other cool swag.

3 Hero Coins Don't Count

Well, most of them don't, anyway. Every stage has a Hero Coin in it, but finding them usually doesn't count towards your percentage score. The only Hero Coins that are worth percentage points are the ones in the Lost World stages. Since these are extra special, extra tough stages, the folks at Nintendo decided to give you some credit for finding everything in them, including my wonderful coins. Heck, my coins should be the whole focus of the game!



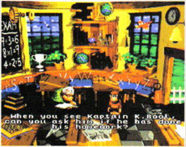


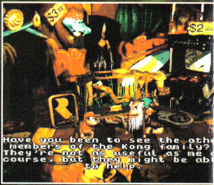
Nope! You ain't improved any since your last visit. Stop wasting time here, and find my coins, you useless bums!

They won't count towards your percentage score, but finding all of the Hero Coins will help you win Cranky's grudging respect...if you want it, that is!

4 Visit The Family

Just because you think you're a big hero now is no reason to snub your family. Even if you don't need to, be sure to visit every member of the Kong clan at least once during the game. The initial visits to Cranky's Monkey Museum, Wrinkly's Kong Kollege, Funky's Flights II and Swanky's Bonus Bonanza are worth one percentage point each, so don't be a stranger. Just don't expect a free lunch when you come knocking on my door!

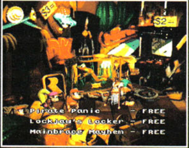

When you see Kaptain K.Rool, can you ask him if he has done his homework?


Have you been to see the oth
members of the Kong family?
They're not as useful as me o
course, but they might be abl
to help.

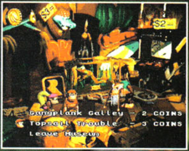
Visit every family member and use their services at least once. Who knows? Maybe Cranky will actually have something worthwhile to say. (I heard that!)

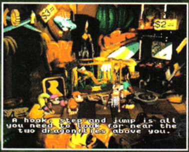
5 When In Doubt, Buy Clues

You young whippersnappers don't have half the experience that I do! If you're caught in a jam and don't know where to go or what to do, just drop by my Monkey Museum. If I'm in a good mood (and you've got a few Banana Coins to spare), I just might give you a small but valuable piece of my incredible game play knowledge. You can always visit Wrinkly at a Kong Kollege branch, too, but why she takes such a shine to you little tree swingers, I'll never know!


Pirate Panic - FREE
Lockjaw's Locker - FREE
Mainbrace Mayhem - FREE

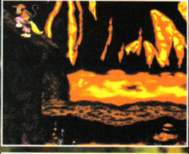
Try out the free tip
first to see if they
apply to your curre
problem. If they do
you'll have to fork
some of your hard-
earned Banana Coi
for other hints.

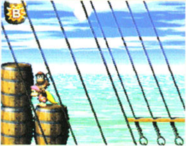

Gangplank Galley - 2 COINS
Topsail Trouble - 3 COINS
Leave Museum


A hook, step and jump is all you need to look for near the two dragonflies above you.

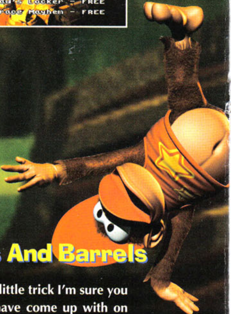
6 Head Off The Beaten Path

Don't be afraid to explore all around you: helicopter spin off to the sides of vertical stages, cartwheel jump off of platforms, climb up hills or towers and team jump all over the place. You'll often just run into the edges of the screens, but you never know where invisible barrels or secret paths may be hidden. Then again, if you're as good as I am, the unknown holds no fear!



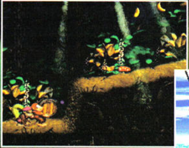


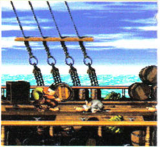
Always team jump near the starting point of a stage. Many of the hidden bonuses and paths are located there!



7 Crates And Barrels

Here's a nifty little trick I'm sure you never could have come up with on your own! If you've got a barrel to spare, hold it out in front of you and run into walls. If there's a hidden passage, the barrel will break it open. If there isn't, the barrel won't shatter, and you'll be able to use it somewhere else. This trick works with crates, Kannonballs and other items, too.

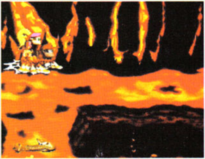


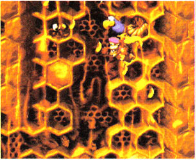


If you run into enemies while searching for a hidden passage, put the barrel down so you don't break it accidentally.

8 Animal Tricks

Practice and perfect all of your animal friends' special skills. These skills are often the keys to uncovering bonus items, finding hidden areas or completing stages. When I was your age, I didn't need any animal friends to help me through my adventures, but I guess video game heroes have gone downhill since then!

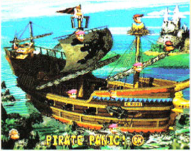


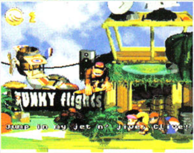


Squitter's platform webs, Rattly's super jumps and Squawks's flying skills are all valuable parts of your game play repertoire.

9 Repeat Easy Stages

If you're running low on Banana Coins and extra lives, repeat earlier, easier stages to gather more. You can get out of any stage you've completed before by pressing Start to pause, then Select to exit. Use Funky's Flights to go back to Pirate Panic, Barrel Bayou or other stages where there are bonus items and extra lives galore. Of course, real heroes like me don't need extra lives!





Bananas and Banana Coins seem like chump change compared to Kremkoins and Hero Coins, but just when you need them the most, you may find that you can't find any to save your video life!

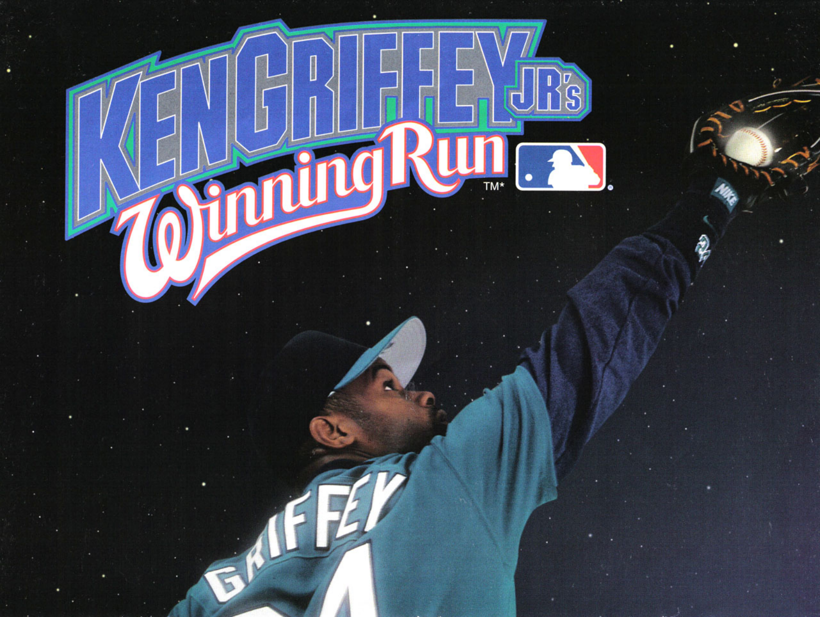
10 Save Wisely

This tip applies especially to the higher, tougher areas like Gloomy Gulch and K. Rool's Keep. Try to end your play sessions and save your game after the Funky's Flights II branch has opened in the current area. When you resume your game, you can then go immediately to earlier stages to gather lives before you try to move on. If you resume a game at the beginning of a particularly tough area, you may have a hard time progressing without lots of extra lives.

TOXIC TOWER

I'll bet my last banana that you've stepped on your own tail before by saving at the wrong time! Sometimes it's better to start a new session farther back in the game.

KEN GRIFFEY JR's Winning Run™*


GRIFFEY
NIKE

24

COMING SOON TO YOUR
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EPIC CENTER

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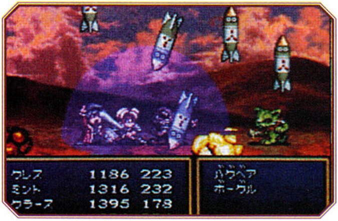
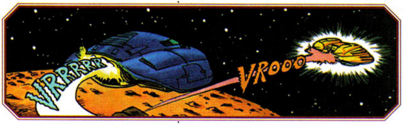


A NEW ON-LINE ADVENTURE

In December, a new interactive adventure began in Nintendo Power Source's Epic Center on America Online. The new adventure is called Metroid: Blood of the Chozo, and it's a sci-fi thriller taking place on a planet far, far away. Although Samus appears as a character in the interactive experience, the plot has nothing to do with Zebes or the Mother Brain. In the beginning of the adventure, characters explore the mystery of the violent Chozos that have appeared from deep space. As in the case of Wizard's Realm, the stories of characters are created by our on-line audience. Characters' adventures can be written rules by one or more authors. Guild Masters monitor the story lines to make sure they don't violate preset standards and rules.



ANTI-YOSHIS

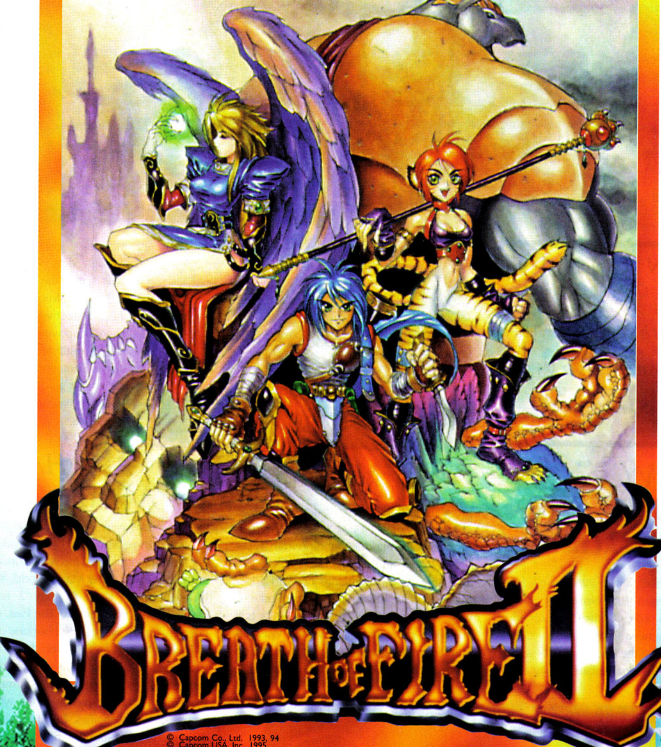
Some things are just too good to be true. In the case of Yoshi, that eternally cute and friendly dino from Super Mario World and Yoshi's Island, there is a dark side, unknown before now. In Super Mario RPG, a new character is introduced who is the antithesis of Yoshi: he's a bad Yoshi-like dinosaur called Washi. Washi is blue, wears sunglasses, sports a red crest on his head and a spiked collar around his neck.

DRAGON CHOW

Have you ever wanted to raise a dragon? RPG players in Japan will get that chance when they plunge into Bahamut Lagoon from Square Soft. One of the unique aspects of the Final Fantasy-based game is that players cultivate characters and raise them to new levels. In the case of dragons, one of the ways to increase experience is through diet. If you feed your dragon the right food, it will grow stronger and be more effective in battle. There is no word yet on just what constitutes a preferred diet for dragons, but rumor has it that gold, jewels and meddling wizards are high on the list.

A WHALE OF A TALE

If someone were to ask you what the top rated game as scored by the evaluators at Nintendo Co. Ltd. was, you might reply that it was Super Mario World, Yoshi's Island, Donkey Kong Country 2 or The Legend of Zelda: A Link To The Past. Good guesses, but all wrong. Number one on the in-house charts is an RPG from Namco that was released in Japan on December 15th of last year. Tales of Phantasia falls firmly into the Final Fantasy camp of RPGs when it comes to battle engines, but the quality of the graphics and sound stands out even at a casual glance. This game is even prettier than Chrono Trigger. Instead of using the traditional overworld map and close-ups for towns, Phantasia keeps all of the action at the same scale in an angled, overhead viewpoint. The game ranges widely over the world, from a mountain hamlet to the coastal city, from castles and ships to a tropical village, from deep forests to rocky deserts. With a party of up to four characters in tow, you battle enemies using magic and weapons, which is pretty standard stuff, but apparently the story is also very involving. Namco hasn't made a decision on the fate of Tales of Phantasia for the U.S. market, but according to our sources at Namco, it is looking at several alternatives.



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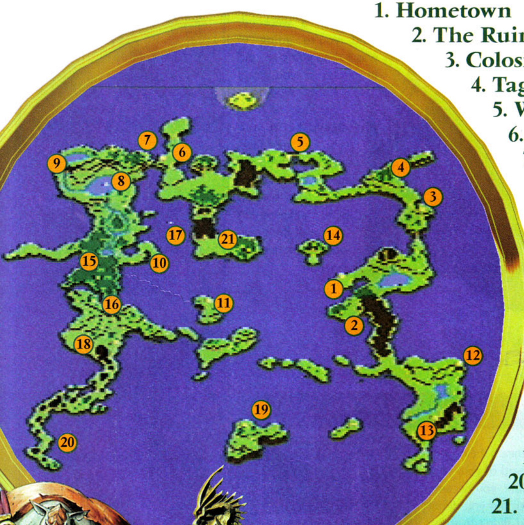
STOP HOLDING YOUR BREATH. THE SEQUEL IS FINALLY HERE.

There is great news for fans of the original Breath of Fire: Capcom's 32-megabit, role-playing sequel is on its way to stores. Breath of Fire II packs more detail, more monsters, more mazes and a detailed plot line with more twists and turns than its predecessor. If you're a player who measures role-playing value by the amount of time you spend on a game, this sequel is a bargain that won't leave you disappointed. Just make sure you have plenty of free time to spend with this epic adventure.

BRAVE NEW WORLD

The world of Breath of Fire II takes weeks to explore. Scattered across the islands and continents are foreboding castles, expansive cities and vast labyrinths concealing innumerable dark secrets. With all the monsters and mazes, getting around can be tough, especially if you don't know where to go next. Use the map below to locate cities and other significant landmarks. If you're looking for specific information, check out the details in the Story Line column on the following pages.

1. Hometown
2. The Ruins/Niro
3. Colosia
4. Tagwoods
5. Windia
6. Capitan
7. Nimufu's Tower
8. Sima Fort
9. Wildcat Restaurant
10. W. Cape
11. Tunlan
12. Highland
13. Thieves' Cave
14. Mt. Maori
15. The Wisdom Tree
16. Myst Valley
17. Sky Tower
18. Farm Town
19. Eburai
20. The Church
21. Gate

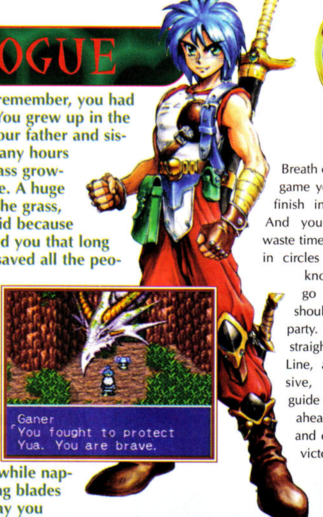


LIFE ON THE FRONTIER

While some of the inhabitants of the villages dotting the world of Breath of Fire II are willing to share information on the surrounding countryside, the best way to learn about your new world is to explore the area firsthand. But be warned: Hideous monsters and wild animals roam all four corners of the planet. Until you defeat monsters for the first time, you'll never know how many hit points they have left on their energy meters. Survival in the wilds also depends on planning. Prepare yourself for danger by stocking your party with plenty of herbs and antidotes. In desperate situations, you might be required to live off the land. Keep a sturdy fishing rod and large supply of bait ready in case your food supply begins to dwindle.

PROLOGUE

From what you can remember, you had a happy childhood. You grew up in the town of Gate with your father and sister, and you spent many hours playing in the tall grass growing behind the village. A huge dragon had slept in the grass, but you weren't afraid because all the grown-ups told you that long ago the dragon had saved all the people in the town. What was there to fear from a good dragon? Your sister liked to make up strange stories, including one about the sleeping dragon being your mother. She said she dreamed the story one afternoon while napping in the whispering blades of grass. Then one day you took a nap beneath the dragon, and when you awoke, your world was changed forever.


Ganer
「You fought to protect Yua. You are brave.

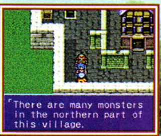
Breath of Fire II isn't a game you're going to finish in a weekend. And you're going to waste time going around in circles if you don't know where to go next or who should be in your party. Get your facts straight in the Story Line, a comprehensive, step-by-step guide that keeps you ahead of the game and on the path to victory.

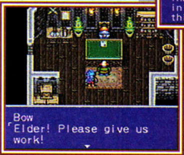
STORY LINE

1. Visit the Ranger Guild and meet Mina.
2. Explore Mount Fubi and fight the Harpy Sisters.
3. Speak to the old man in the ruins west of Mount Fubi.
4. Return to Hometown and reunite Mina and her pet. Have Kilgore hire Bow.
5. Flee with Bow to the ruins.
6. Search for the real thief in the town of Colosia.
7. Meet Rand and learn about Baba.
8. Find Baba in Tagwoods and fight for his axe.
9. Enter the Coliseum in Baba's place.
10. Defeat Augus.
11. Visit the Magic School in Hometown.
12. Infiltrate the Joker Gang's secret hideout.
13. Rescue Mina and assist Nina.
14. Return Mina to Windia.
15. Have Sten join your party.
16. Discover Capitan village.
17. Enter the well and save the Capitan villagers.
18. Follow Sana in Capitan.
19. Awaken the dragon within.
20. Return Sana and Granny to the ruins.

1 YOUR JOURNEY BEGINS

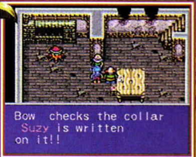
When you awoke from your nap beneath the nostrils of the dragon, no one in Gate had heard of you, your father, or your sister. Like many children in Gate, you became an orphan. The Church of St. Eva took you in, but you didn't remember there being any church before and didn't trust the man running the orphanage. One evening a child named Bow decided to run away to a new town. Left with few alternatives, you joined your new friend and fled into the rainy darkness. You were young, and no one warned you about the dangers in the real world.


「There are many monsters in the northern part of this village.


Bow
「Elder! Please give us work!

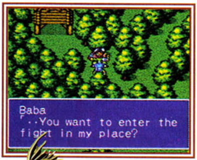
3 PET DETECTIVE

All great adventures have small beginnings. While looking for work, you and Bow stumble across a girl looking for her pet, Suzy. Beggars can't be choosers, especially if the job puts food on the table. Stock up on herbs and antidotes, then explore the outskirts of your hometown. You'll need to scale the cliffs of Mount Fubi before you'll find Suzy.

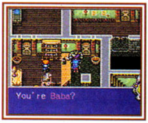

Bow checks the collar
Suzy is written
on it!!

7 BABA THE GLADIATOR

You would like a ticket to the Coliseum in Colosia, but the fights are sold out and the event promoters aren't hiring. The only way to get in is to beat one of the warriors outside the ring. After using the Time Warp spell, visit the pub at night and talk to Rand about Baba. Baba cuts wood in a forest northwest of Colosia. If you explore Tagwoods and defeat Baba, he'll give you his axe and let you take his place.



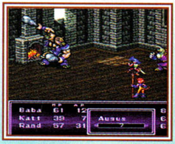
Baba
⌜..You want to enter the fight in my place?



You're Baba?

10 A DIRTY DEAL

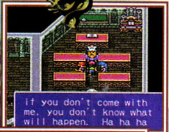
Augus, the greedy fight promoter, has a special request. He wants the girl to take the fall in the Coliseum, but she's uncooperative. This isn't a problem, he explains, because he's hired an assassin to hit her with a poison dart during the fight. Like any smart hero, you listen to Augus explain his evil plans, never revealing your true intentions. Perhaps Rand can assist you in foiling Augus's plot.



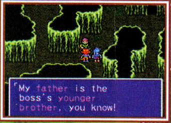
```
      HP  AP
Baba  61  12   Augus      8
Katt  39   7              6
Rand  57  31   ?          6
```

12 JOKER GANG

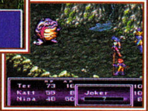
The crafty Joker Gang is stirring up trouble in Hometown. They recently nabbed Mina, the little girl who hired you to find her pig, and they're holding her ransom in their hideout. Talk to Mina's sister, Nina, at the Magic School before you embark on the rescue mission. After infiltrating the Joker lair, take careful notes on all the information the gang members give you. You'll have to answer an important riddle before you can locate and save little Mina.



if you don't come with me, you don't know what will happen. Ha ha ha



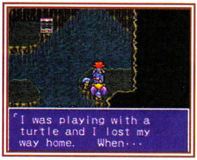
⌜My father is the boss's younger brother, you know!



```
      HP  AP
Ter   73  16   Joker     10
Katt  55   8             10
Nina  48  60   ?          8
```

17 DOWN THE WELL

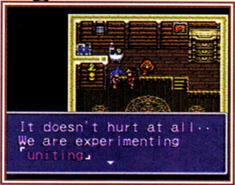
All is not well in the town of Capitan. Most of the villagers have disappeared in the catacombs beneath their homes. Climb down the well and speak to Ray, who remembers you from your visits to the church in Colosia. Ray needs your help to stop the dreadful insect invasion beneath Capitan. Explore all the tunnels and caverns and defeat all the insects. Before leaving, make sure you save all the villagers and speak to Ray one more time. There are a few important people in Capitan you need to speak to several times. Make sure you revisit this coastal city throughout your adventure.



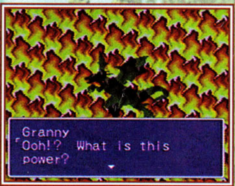
⌜I was playing with a turtle and I lost my way home. When...

19 AWAKEN THE DRAGON

After assisting Ray and saving the town of Capitan, you'll meet a girl named Sana. Sana won't say much unless the Hero is at the front of your party. Let Sana take you to her Granny's house. Granny is experimenting with a new form of magic, and Sana and Granny insist that you stay long enough to try one tiny experiment. While you might be a little reluctant, let Granny weave her spell. The experiment reveals that you hold the secret power of the Dragon. Does this have anything to do with the sleeping dragon back in your childhood? You remember what your sister said about your mother being the dragon. What did she mean?



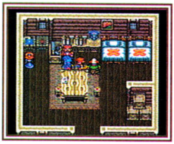
It doesn't hurt at all..
We are experimenting
⌜uniting.⌟



Granny
⌜Ooh!? What is this power?

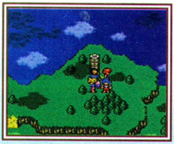
21 HOME IMPROVEMENT

Granny and Sana move into your hideout in the ruins, but they need more space to continue their magic experiments. Bow can't do all the work on the expansion alone and demands that you hire a carpenter for construction work. Granny knows of a carpenter looking for work in Capitan. He's the same one you rescued in the well. Speak to the carpenter and offer him the job. After he accepts the work, the channel ferry to Sima Fort will dock at the Capitan wharf.



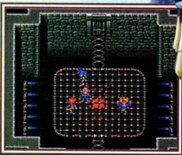
25 NIMUFU'S TOWER

After crossing the channel, the party encounters a giant frog named Jean. Jean hasn't always been a cold-blooded reptile. He's actually a prince under a spell cast by the witch Nimufu. Nimufu will divulge the secret for breaking the spell if you reach the top of her tower and best her in battle. Explore every nook of the tower and locate the Water Shaman, who will bestow additional powers on the party.



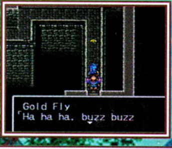
27 TOILET RING

Jean can prove he's a prince if he has his Royal Ring. Unfortunately, he gave the ring to Nimufu as a gift. When you return to the Tower, you learn Nimufu left for a party at the Wildcat Restaurant. Evidently she's not having a good time, since you find her in the bathroom flushing the ring down the toilet. Jump in after it!

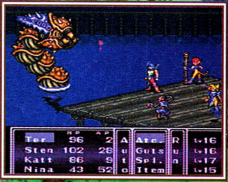


28 BUG BRUNCH

The imposter prince has a ring, too! Just when you think your goose is cooked, Princess Petape recommends a cooking contest to ferret out the fake. Jean knows he can win if he whips up a Gold Fly Pudding. Thankfully, you're assigned the task of collecting ingredients, not taste testing. Can you find a Gold Fly? The proof is in the pudding!



Gold Fly
「Ha ha ha. buzz buzz



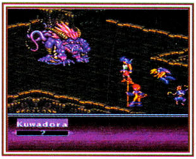
```
       HP   AP
Ter    96    2  A  Atc.  R  Lv16
Sten  102   28  u  Guts  u  Lv16
Katt   86    9  t  Spl.  n  Lv17
Nina   43   52  o  Item     Lv15
```

STORY LINE

21. Hire the carpenter in Capitan.
22. Ride the Capitan Ferry to Sharon Forest.
23. Meet Jean the Frog.
24. Explore Nimufu's Tower.
25. Defeat Nimufu and learn of Jean's curse.
26. Return Jean to Sima Fort.
27. Visit the Wild Cat Restaurant and win the Royal Ring in a cook-off.
28. Capture a worm, a cockroach and the Gold Fly in the Simi Fort basement.
29. Defeat the evil Kuwadora.
30. Retreive Patty, the thief, from the Sima Fort chefs.
31. Take the real thief back to Trout in Hometown.
32. Reunite Bow with Kilgore and celebrate.
33. Uncover Trout's vile secret.
34. Take a new job at the Ranger's Guild.
35. Visit the Whale Cape and wake the whale.
36. Pay admission for the show in Tunlan.
37. Visit the home of the Uparupa Hunters.
38. Defeat Owlgernon and win the Owl Fruit.
39. Capture a Uparupa in its lair.
40. Defeat the Sideshow Chief in Tunlan.
41. Find the Wisdom Tree on the West Continent.

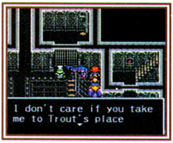
29 KUWADORA

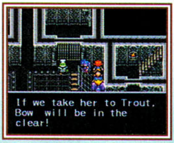
Jean's award-winning Gold Fly pudding is too much for you and the imposter prince, but the royal fake has stacked the deck against you. Princess Petape knows about a lethal secret beneath Sima Fort. Use the secret passageway on the right side of the restroom and confront the pretender to the throne.

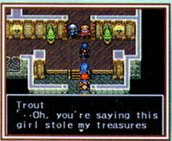


31 TROUT'S SECRET

As a reward for defeating Kuwadora, the King of Sima Fort says you can have anything you want in the castle. Revisit the royal chefs in the kitchen and pick up Patty, the thief. Returning Patty to Trout clears Bow's name, but everything seems a little too perfect. Patty accuses Trout of running a racket, but he says he has nothing to hide. Without proof, Patty doesn't have a case, and who's going to believe a thief anyway? Still, you have to admit that there's something fishy about Trout. Perhaps the remorseful Kilgore can give Bow information on Trout's racket.

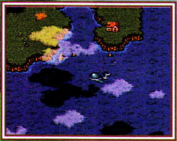

I don't care if you take
me to Trout's place


If we take her to Trout,
Bow will be in the
clear!


Trout
'..Oh, you're saying this
girl stole my treasures

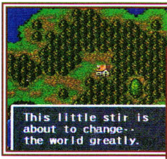
34 THAR SHE BLOWS!

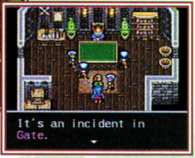
You've read the signs, you know the jingle, you owe it to yourself to taste a few Whale Cakes at the Whale Cape. Use Jean the Frog to hop downstream past the thick forest. Check out the pulsing, pink cavern and put Katt at the front of your party to break down any barriers obstructing your path. Why do the walls smell like fish?



35 GATE REVISITED

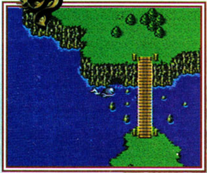
Something hideous has happened in the town of Gate, something so awful that the most courageous rangers in the world are too terrified to investigate. Bow reminds you that this is the town where the two of you met as children. Rumors persist that some sort of evil force destroyed nearly all the trees in the forest where you used to play. If someone could communicate with the trees, you might learn the cause of the destruction and discover a means of stopping it. Of course, the only beings who can talk with trees are the rare and elusive Grass Men. The only time you've seen a Grass Man was in a circus side show a long time ago. Where is the circus now?

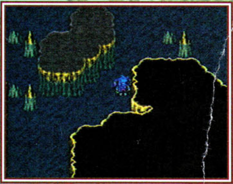

This little stir is
about to change--
the world greatly.


It's an incident in
Gate.

38 UPARUPA HUNT

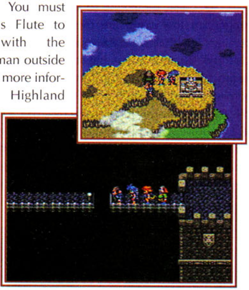
The heartless chief of the circus side show is tired of his Grass Man exhibit and is looking for a new act, but he won't take a business loss by turning his show loose. You need to find a Uparupa for the circus or the Grass Man is doomed to one last, very final curtain call. While you don't know a thing about Uparupas, you remember the monster hunter's house north of the town of Gate. Someone there might tell you where to find one and how to catch it. If you can't find any hunters home, check to see if there is anyone out in the backyard.





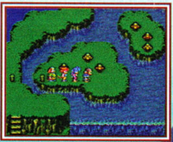
42 NAME THAT TUNE

If Spar had the Therapy Pillow, he could enter the mind of the Wise Tree and determine the nature of the evil killing Gate's forest. The Therapy Pillow is in a vault in Tunlan. If you completed the first Breath of Fire game, you already know that the inhabitants of Tunlan speak the language of music. You must find the Famous Flute to communicate with the locals. Talk to a man outside the Tunlan Inn for more information on the Highland Castle. Make sure Sten joins your party for the journey.



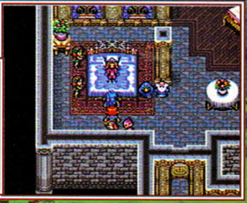
46 'SHROOM HUNT

If you can cure the Queen of Tunlan, you can have the Therapy Pillow. Retrieve Gedd the Magician from Mount Maori and take him to the Queen's chamber. The Queen requires a special potion that is made from a specific mushroom. You can find this mushroom in a meadow at the summit of Mount Maori. Use Sten to scale the steep face of the mountain.



47 KILLER CALORIES

The mushroom from Mount Maori shrinks your party to a minuscule proportion, enabling you to venture into the Queen's bloodstream and dispose of the fatty fiends prowling her arteries. To cure the Queen, dispose of all the wandering monsters in every internal organ. Check the little green monster icon at the top of your status screen to see if a monster is hiding nearby.

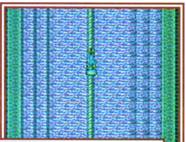


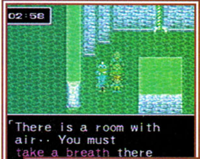
STORY LINE

41. Return to Tunlan and learn about the Therapy Pillow.
42. Journey to Highland Castle with Sten in your party.
43. Return to Tunlan with the flute and learn of the Queen's illness.
44. Venture to Mount Maori and find the Magician.
45. Return to Tunlan with the Magician.
46. Pick mushrooms at Mount Maori.
47. Destroy the monsters feeding inside the Queen.
48. Enter the mind of Gandaroof, the Wisdom Tree.
49. Journey to the Myst Valley.
50. Unravel the secret of the Myst Valley fog inside the Sky Tower.
51. Dissolve the fog and return to Myst Valley.
52. Explore Farm Town with Rand in your party.
53. Find the Great Bird in the lower reaches of Windia.
54. Soar on the Great Bird to Eburai.
55. Visit Fort Cott with Katt in the party.
56. Find Patty in the Thieves' Cave outside Highland.
57. Revisit Fort Cott.
58. Explore Bando and find Father Manson.
59. Discover the secret of the St. Eva Cult in Evai.
60. Defeat Habaruku.
61. Rescue your father deep within the bowels of St. Eva Church.
62. Return to Gate.
63. Explore the Gate Woods.
64. Find Patty, the thief.
65. Defeat Babaruku and enter the underworld beneath Gate's dragon.
66. Prepare for the final confrontation with Dragnil.

50 WALKING IN A FOG

Gandaroof the Wisdom Tree thanks you for saving his memory and tells you to explore the Myst Valley south of his forest. Upon arriving at the entrance of the valley, you find lowlands saturated in a soupy fog. You can't see a thing. A nearby resident shouts to you the directions to the Sky Tower, the device that controls the weather. The Sky Tower is located beneath the ocean, and exploration requires some deep sea diving. Remember to take a few deep breaths before you venture far underwater.



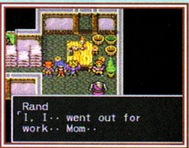


02:58

「There is a room with air·· You must take a breath there

52 FARM TOWN

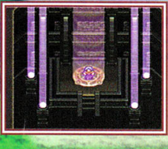
Located on the flat, fertile plain south of the Myst Valley, Farm Town is the village where Rand grew up. Rand's mother orders everyone to work clearing the land behind her homestead. Employ your low level characters and build up their experience here.



Rand
「I, I·· went out for work·· Mom··

53 THE GREAT BIRD

Rand's mother is being held captive at the Church of St. Eva. The only access to the church is by air. Place Nina at the front of your party and speak to the guard at the gates of Windia. If you can obtain the Mark of the Great Bird, your party can rescue Rand's mother. The Church might have some answers to your questions, too.



66 DRAGNIL

The evil Dragnil, the final enemy in Breath of Fire II, awaits your party somewhere on the planes of Infinity. Destroying this vile creature is no easy task. Raise your character levels to an average of 45 and keep a supply of WFruits handy in case your magic power runs low. When you first confront Dragnil, cast the Anfini spell to revive your party for battle. Dragnil often drains your magic and life points, and there's very little you can do to counter this attack except cast Cure spells. The beast is rumored to possess over 10,000 hit points, so expect a pitched battle to the end. You are the last hope for peace in the world. The fate of humanity teeters on the edge of your sword.

MILLIONS of Japanese Gamers ARE IN A FRENZY OVER

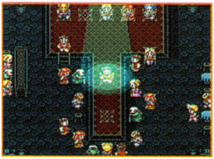
DRAGON QUEST VI
ドラゴンクエストVI
幻の大地

© 1995 Enix

So what's all the fuss about?

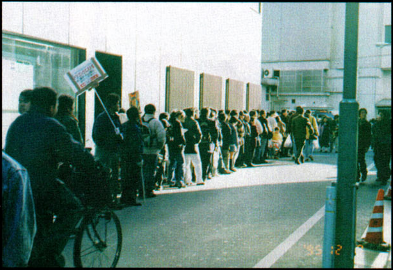
About two months ago, a phenomenon of monumental proportions swept over Japan, affecting nearly every game player in the nation. It was a storm that had not touched the land of the rising sun for three years, but the long hiatus only served to make the effect stronger than ever. The phenomenon had the force of a tsunami and the drama of a typhoon, but it could be controlled, oddly enough, even by children. The force of which we speak is Dragon Quest VI from Enix—perhaps the single most anticipated video game of all time.

The road to the national release of DQ VI seemingly was paved with stones the size of houses. Almost from the time of the Super Famicom/Super NES release back in 1991 Enix has talked about this game. More than a year ago, the game was set to be released, but further development was required and the rumor of the sixth coming of DQ died. Enix wanted the game to take the RPG world by storm. They worked on. Finally, the finished game appeared to the public at Shoshinkai in November 1995. The launch was set for a few weeks later on December 9th. Previous launches of Dragon Quest games have met with crowds numbering more than a million strong snaking through the great cities of Japan. These days were treated as holidays by legions of Japanese



Although DQ fans will notice similarities to the NES games that preceded DQ VI, the latest DQ uses high-quality, 16-bit graphics.

gamers who camped out at stores with the hope of purchasing their own copy of the latest DQ. The games aren't cheap, either. In Japan, the 32 megabit DQ VI costs about 11,400 Yen, or over $100 U.S. Nintendo Power managed to snag one of the first copies and fly it back to America where we began playing the game immediately. It is estimated that Enix will sell between three and four million DQ VI Game Paks in the first few months of release, which will make it one of the hottest selling games ever.



Dragon Quest fans of all ages turned out on December 9th, 1995 to purchase the newest epic adventure from Enix.

ENIX
DRAGON QUEST VI
ドラゴンクエストVI
幻の大地
ドラゴンクエストVI 幻の大地

So what makes the Dragon Quest series so special to Japanese gamers? In the U.S., the Dragon Warrior series (which is just DQ translated into English) has sold in the hundreds of thousands as opposed to the millions in Japan. Our Japanese colleagues mention several reasons for the unswerving support for DQ. The story is a big part of it—a sweeping epic involving kingdoms, magic and dragons. In addition to the plot, the Dragon Quest series is familiar to its audience because many aspects of the world never seem to change, including many of the battle and play control conventions. It's kind of like coming home. Other players site the musical score as an important factor and the challenge in raising your characters to powerful heights of strength. In DQ VI, fans expect more of all those elements, and it seems that they are getting it.

THE CREATORS

YUJI HORII

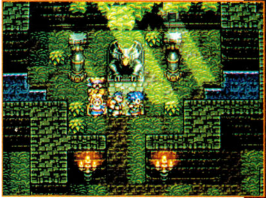
Prior to writing the Dragon Quest series of games, Mr. Horii wrote a multiple path murder mystery game from Enix called *Portopia Murder Case*. More recently, he joined the celebrated development team that created *Chrono Trigger* for Square.

AKIRA TORIYAMA

The art of Akira Toriyama may be best known in Japan from the *Dragon Ball* series of comics and TV cartoons and video games. He also created the characters in *Chrono Trigger*.

KOICHI SUGIYAMA

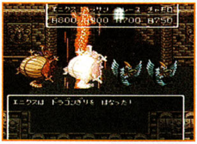
Mr. Sugiyama has been called the greatest composer in the video game music world. In addition to the music in the DQ games, he composed the Dragon Quest Symphony for a performance by the London Philharmonic Orchestra.



Up to four members can join your party and they can be from any of 18 professions.

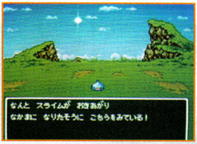
THE BATTLE REMAINS THE SAME

The battle screens of Dragon Quest VI look surprisingly like the battles in the first Dragon Quest. In all of the games, you find yourself facing a party of enemies head-on, forced to make decisions by selecting battle commands from a series of menus. You can fight with your weapon, use a tool or item, cast a spell (if your character has magic and MP), or try to run away. In DQ VI, you can set your command to auto in which you don't have to target a particular enemy. Alternately, you can choose to fight individuals or groups of enemies that you select. Graphically, the backgrounds in the battle screens show a marked improvement over past DQ adventures. More animation was used for the enemy's attacks and spells than in previous games. For anyone who hasn't played any of the Dragon Warrior games, the basic idea of the series is to fight enemies in order to gain experience and build up levels. Since such a large amount of play time is spent in battle mode, it's important that DQ games have a fast command structure. Even so, one of the complaints that some American gamers voice is that you spend too much of your time fighting and not enough adventuring. None of that has changed with DQ VI.



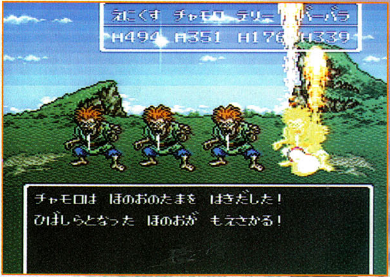
エニクスは ドラゴンぎりを はなった！

Multiple enemies take the field of battle against your character or party. Part of the strategy is in figuring out which enemies to attack first and last.



なんと スライムが おきあがり
なかまに なりたそうに こちらをみている！

Slimes and other enemies can be defeated for Experience Points and Gold. Experience builds character strength and you can buy goodies with Gold.



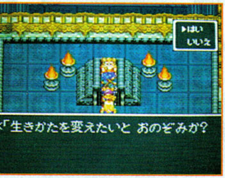
チャモロは ほのおのたまを はきだした！
ひばしらとなった ほのおが もえさかる！

Enemies range from comical foes to fearsome fiends, but within the confines of a particular region they tend to be of compatible strength.

WHAT'S IN A JOB

Not all heroes are created equal, at least not in the world of Dragon Quest. Every character has a profession that limits or increases his or her power in different skills. Most characters also possess special skills or attacks. Fighters use weapons or martial arts moves to thrash opponents, while magic users cast spells. Limitations might include the fact that some characters cannot be equipped with certain weapons or armor. Those are the basics, but the 18 professions in DQ VI have a great deal more variety than in previous games. Players will find themselves taming wild beasts, transforming into dragons, calling in the troops, healing the sick, stealing items from foes and even confusing enemies by magical dances.

Generally, you'll find characters in regions where their special attributes make



「生きかたを変えたいと おのぞみか?

Characters go to the shrine in order to switch professions in Dragon Quest VI. With a choice of 18 different professions, it may not be an easy choice.

PROFESSIONS

WARRIOR A sword expert who can't use magic. He can equip most armor and weapons and he makes double hits.

FIGHTER Uses most armor and weapons. At higher levels, his number of critical hits increases.

DANCER Learns many dance styles. A dance may take away a foe's HP or confuse enemies or stop them.

MAGICIAN A basic magic user. The Magician uses lots of attack magic even at low levels of experience.

MONK This holy wanderer is an expert of healing magic. The Monk's special magic is Resurrection.

THIEF Can steal items from enemies and find hidden items. Uses special Search magic in towns and caves.

BEAST MASTER After battles, he gets foes to join your party. He can transform into a dragon.

FREELANCER He has many skills, including a monster call and sleep spell. He can mimic enemies, as well.

MAGIC FIGHTER Combines magician and warrior, attack magic plus the ability to use weapons and armor.

CHARISMATIC He can summon monsters or increase member's attack points twice or increase MP or HP.

SUPER STAR Combine a Dancer with a Freelancer. Very cool. Fends off monsters just by being cool.

MERCHANT He knows the hidden value of items. Can get more money from defeated foes. He calls an army by paying them.

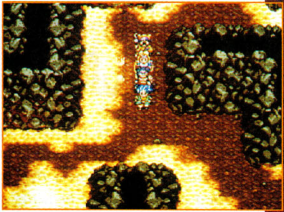
BATTLE MASTER Warrior plus fighter. Good at fighting dragons or metal monsters or zombies.

PARADIN Fighter plus monk. Takes all of the attack for the party.

RANGER Thief plus merchant plus Beast Master. Avoids enemies' fire attacks.

HERO Very high stats in all categories. During battle, his HP is automatically restored during battle.

them useful as party members, but at times you may have to make a difficult choice in bringing one or another character. Some characters gain new skills over time, so it is important to raise their levels. Of the 18 professions, two still remain cloaked in secrecy by Enix, perhaps one of the hidden professions is a game programmer who can delete dragons with the click of a mouse.

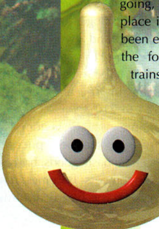


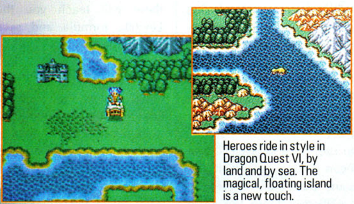
Parties in Dragon Quest VI contain up to four characters, but those characters will change as you progress in the game.

STRANGE AND WONDERFUL

The vast world of Dragon Quest contains secret areas, extra games, new ways to travel, new magical spells, and even a few practical options to make the game a bit easier to play. Into this last category falls a new option that allows players to recall conversations. In Dragon Quest VI, you don't have to write everything down. You can bring up conversations from the past to mull over at your leisure.

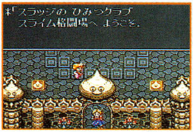
Another change concerns the vital Search command in DQ VI. You may have to search in odd places such as village wells, which may contain treasures or people. If you use the Search command at a well, you'll find yourself actually climbing down the rope. You can also use a Search spell to find hidden items. Climbing into wells may be slow-going, but traveling from place to place in the DQ universe has never been easier. Transportation comes in the form of sailing ships, wagon trains, and more exotic forms such as a floating island. With all these wonders, we can only hope that a U.S. version will find its way over the Pacific.





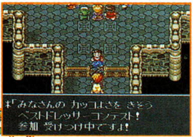
Heroes ride in style in Dragon Quest VI, by land and by sea. The magical, floating island is a new touch.

In the Battle Arena contest, you face individual monsters in combat. For three victories you win special items.

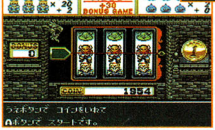


＊「スラッジの ひみつクラブ
スライム格闘場へ ようこそ。

The beauty contest scores Cool Points, a new rating system similar to experience. Winners get some cool prizes.



＊「みなさんの カッコよさを きそう
ベストドレッサーコンテスト！
参加 受けつけ中ですよ！



うえボタンで コインをいれて
Aボタンで スタートです。

Bonus games in DQ VI include slot machines, a beauty contest and various types of puzzles and bonus battles.

SECRET OF EVERMORE

Secret of Evermore is one of the hottest role-playing titles of the past year, and with good reason. Combining the best elements of adventure and role-playing games, it provides a terrific balance of player-controlled combat, mind-bending puzzles and intriguing plot twists. This month, we delve ever deeper into the mysteries of this amazing imaginary realm!

FAQs

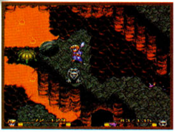
While some role-playing games are known for their terrific monsters and tough opponents, Secret of Evermore's appeal lies more in its great mazes, puzzles and the numerous items you must find and figure out how to use. A lot of players have been asking us about the same places and things, so we'll cover those frequently asked questions (FAQs) in this month's Epic Strategy. Some of the things we'll be talking about are not essential to finishing the game, but many role-players like to find every item and secret in a game, and we're here to please!

Volcano Path

The first puzzle that seems to stump a lot of players is how to get up to the top of the Volcano. At the end of the Volcano Path, look for a gray oval on the ground. This is a steam geyser that, when stepped on, will propel you to a higher ledge. Cut the bushes to the left to reveal a second geyser. Step on the left geyser, then enter the cave to the left. When you emerge, step on the geyser to shoot up to the crater. The fellow up there will teach you the Levitate formula and save your game for you.

Volcano Core

Once inside the Volcano Core, you'll find yourself stuck because there's a stone in your way and no Mud Peppers left to power your Levitate formula. At that point, follow the paths up the ramps to the ledges above the main floor. You should be able to find a boulder that you can roll down the slope by pushing your attack button. It will crash into a lava pool and create a new path. After more exploring, you'll enter a system of tunnels. Go up one screen, left one, down one, down two along the left sides of the rooms, right two and up one. Defeat the vicious Viper Commander to receive a Mud Pepper. If you leave and come back, he'll appear again. You can keep on defeating him to get as many peppers as you need.



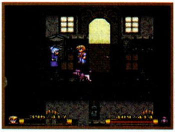
Look for stones that you can push onto the main floor.

Volcano Pipes

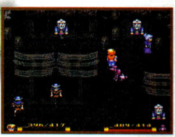
With their conflicting currents, the Volcano Pipes can be a confusing ride. Go up the left pipe, take the second left, go up all the way, left all the way, down all the way and right into the pit. Climb out and step on the switch to open a gate. Jump back into the water to ride back to the starting point. Take the right-hand pipe and go straight up. This will put you on the path to Magmar, the guardian beneath the Volcano.

Annihilation Amulets

Annihilation Amulets can be traded for a number of goods and services, including a trip across the Great Desert, the Ticket to the Exhibition in Ivor Tower and several impressive pieces of armor. Don't waste your hard-earned jewels buying them in Crustacia, though. You can pick them up in the Nobilia marketplace for 30 bags of rice each. You can also pick up two for free in Ivor Tower. On the third level of the town, there's an amulet upstairs in the third building from the left. To get a second amulet, go around the left side of the same building to a secret door in the rear. Go down to enter the door. Look for a vendor in the marketplace who will trade you armor for amulets. His pieces are much better (and a lot cheaper!) than what you'll find in the local armor shop!



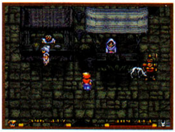
Go up this alley and then walk to the right and down.



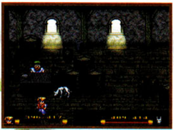
There are better deals in these stalls than in any fancy shop!

The Nobilia Marketplace

As in real life, finding bargains in the Nobilia marketplace can be frustrating and time consuming. Obtaining a single item is usually the result of many different trades done in sequence, so it's hard to tell how much money you're really spending along the way. For example, you can get a Jeweled Scarab in exchange for one jar of Spice and two bottles of Perfume. Depending on who you trade with, the Scarab can run you anywhere from 84 to 210 jewels! Once you know which vendors are offering the best prices on certain basic goods, however, the process becomes much easier. The best deal on rice can be found in a stall near the top left corner of the market. The woman there will offer it to you at three jewels per bag. If you're looking for Spice that's priced right, visit the vendor to her left. Take him up on his offer of four bags of rice per jar of spice. (It will cost you twice as much if you trade with ceramic pots.) If beads are on your shopping list, look for them at the stall just below the main entrance to the market. The old man there will let them go for one bag of rice and three jewels. If you want to get to the two stalls in the lower right corner of the market, you have to go one screen to the right to the next plaza. Go to the lower left corner and enter the building. Go left through the building and you'll come out in that closed-off corner. One final word of caution: Don't bother trading for new armor when you first enter Nobilia. You'll be sent to the arena to fight Vigor, but you'll find some of the same items in the waiting room just before the match (look for a hidden passage on the right side of the room). Just be sure to raise your experience levels in the desert before you come here and you'll do just fine.



Luckily for you, these two are located right next to each other.



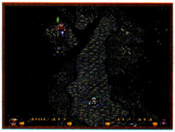
As you walk through the building, you'll find another vendor.

Save the Oglin

After you send Aquagoth to the briny deep, you'll climb up out of a well near the town of Ivor Tower. If you stand next to the well and press B to turn the crank, you can raise the bucket. If you bring it all the way up, you'll discover that an Oglin has hitched a ride. Before you can do anything, he'll jump out and bounce away into the trees. Some players have been concerned that this Oglin is up to no good, but that's not the case at all. In fact, if you're lucky enough to stumble across this Oglin in the Dark Forest later in your adventure, he'll thank you by giving you either the Thug's Cloak, which improves evasion percentage, or the Wizard's Coin, which improves magic defense percentage.

The Dark Forest

Speaking of the Dark Forest, a lot of players have been wandering around in there for some time. Though drawing a map is always a good idea, there's an even easier and faster way to determine whether or not you're on the right track. Look up into the branches of the trees along the path. If you see what looks like a bat or an owl, then you're heading in the right direction. He's often hard to see, but you can usually spot his glowing eyes as he blinks. All the rest of the paths are dead ends anyway, so it shouldn't be hard to find your way to the exit.



Your best bet is to look for a pair of glowing eyes.

Ebon Keep Sewer

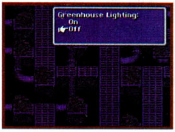
Like the Dark Forest, there is a simple way to get through the Ebon Keep Sewer. When you walk down through the entrance, just follow the wall on the right (on your character's left) all the way to the exit. Think about it as if your character were placing his left hand on the wall and never taking it off, following that same wall around twists and turns. This will take you on a roundabout route around the edge of the maze, but you'll eventually reach the door that leads into the Ebon Keep Dungeon. The chests in the sewers don't have anything significant in them, but if you'd like to see for yourself, switch to the dog and press down on some of the walls. You'll find hidden paths (the ones the rats use) that will take you to the chests.

A Rat, a Bazooka and Level Building

The Verminator is the king of the rats that infest Ebon Keep. You don't need any special strategy to defeat him, but you do need to build up your experience and weapon attack levels. Most players get to Ebon Keep at level 24 or lower, but you should be at least to level 26 to face the Verminator. To build yourself up, go back through the dungeon to the sewer. Switch to the dog, set the boy's aggression level and attack strength as high as they will go, and let him defeat all the rats. Go out and come back to make more appear. Your weapon attack level will go up one notch after every 99 enemies. If you want something extra-special for the battle, buy one piece of armor from Cecil (remember him from Final Fantasy II?) in the Ebon Keep armor shop. He'll throw in the incredible Thunder Ball Bazooka free of charge!

Killer Plants

As you explore Omnitopia, you'll come across a Greenhouse with rows of deadly plants that will tear you apart! If you manage to turn off the lights, though, they'll go dormant. From the entrance to the Main District, go right one hallway and down two more to Area C2.



Greenhouse Lighting:
On
☞Off

Go to the computer in the control sector to turn off the lights.

Enter the trap door to get to the Fan Room. Press B to flip the switch, then exit. Go left to Area C1 and enter the trap door to get to the Heating Coil Room. Enter the white beam to go to Area D1. Go right two hallways to Area D3 and enter the trap door to get to the Control Sector. Go to the central computer and press B to turn the Greenhouse lights off. Enter the Access Code you received earlier in the game into the right computer, then exit. Go up one hallway and right one hallway to Area C4. Enter the trap door to get to the Alarm Room. Walk into the white beam to go to Area B4. Go left one hallway and fall through the trap door to enter the Greenhouse.

COUNSELORS' CORNER

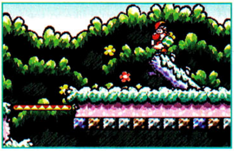
Super NES

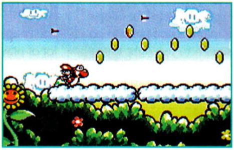
YOSHI'S ISLAND

Jessica Joeffe

WHERE ARE THE FOUR RED COINS IN WORLD 1-7?

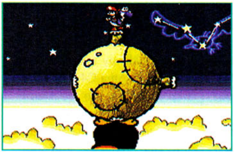
Even the best egg-tossing dinosaurs finish World 1-7 without the last four red coins. There's a hidden area near the end of the stage. Stand on the last log at the end of the stage and toss a few eggs or spit watermelon seeds straight up into the air. If your aim is on the money, a small Spring Ball will drop out of the trees. Bounce off the ball into World 1-7's secret area and collect the remaining coins.

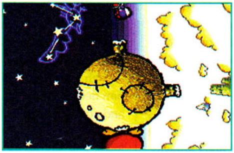

Stand on the last log in World 1-7 and throw eggs up into the air to find a Spring Ball.

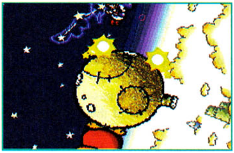

High in the trees is a secret area concealing the last four red coins in the stage.

HOW DO I DEFEAT RAPHAEL THE RAVEN?

Don't let the big bird in Stage 5-8 stump you. Raphael the Raven is fairly easy to defeat if you know where he's vulnerable. As you flee from the flightless fowl, try stomping down on the two posts sticking out of the rotating globe. Each time you pound a post, it slides all the way through the orb and pops out on the other side. The trick to defeating Raphael is to pound the post at the exact moment he's on the opposite side of the sphere. If your timing is perfect, you'll unbalance the black bird, and he'll take damage. It takes three hits to permanently ground Raphael.


Experts are polarized on the method for defeating Raphael. Some wait until he stops before they pound; others pound posts on the run.


Lining up your post attacks requires timing. You can only hurt Raphael when he is on the opposite side of the spinning orb.

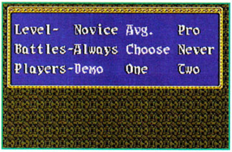

It takes three perfect post pounds before this flightless fowl finally flounders. Jump the fireballs that circle the globe in both directions.

RISE OF THE PHOENIX

WHAT ARE THE BEST BATTLE STRATEGIES?

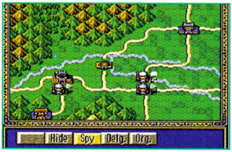
John Gower

The best way to learn the secrets of winning battles is to know your enemy. Start a new scenario and watch the computer play against itself. Use the Spy command to check the enemy's strength before riding into battle. Make sure your army has enough weapons. Attacking forces should have an Arms rating of 75 or better. Finally, keep your armies well supplied. A winning army lives on its stomach.



Level-	Novice	Avg.	Pro
Battles-Always	Choose	Never	
Players-Demo	One	Two	

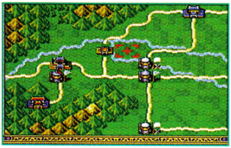
Know your enemy. Let the computer play a few turns against itself and learn from its mistakes.



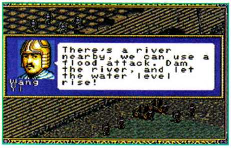
Stay ahead of the game by using the Spy Command to evaluate potential threats.

HOW DO I FLOOD A CITY?

Flooding a defender's city severely reduces the city's defense rating and lowers enemy morale. You can flood only cities that border two river squares. Your general will tell you at the beginning of battle if it is possible to flood a city, but this command won't come until later during the fight. Wait for your general to tell you the option is available at the beginning of your battle turn, then choose the Attack command and select the word "flood."



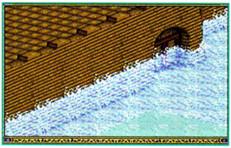
Rainy days always dampen enemy spirits. Drench cities adjacent to two river squares.



Wang Yi

There's a river nearby, we can use a flood attack. Dam the river, and let the water level rise!

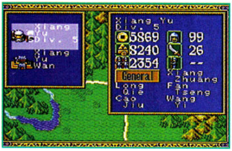
In case you forget, your generals will tell you if it is possible to flood a city prior to battle.



The waiting is the hardest part. You can't select the Flood command until preparations are made.

HOW DO I CREATE A NEW DIVISION?

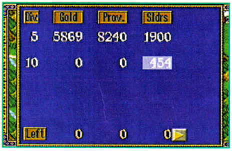
Making divisions allows you to protect your holdings in several places at once. Keep in mind that creating a new division weakens your existing armies. All units involved in the transfer must occupy the same square on the map. During the Plan Phase, choose the division you intend to break down, then select the Military and Organize commands. Transfer the necessary food, gold, soldiers and generals to an empty division at the bottom of the screen. Press the B Button until the game asks you if you want to stop reorganizing. Select the "yes" command to end the process.



Xiang Yu Div. 5
Xiang Yu Wan

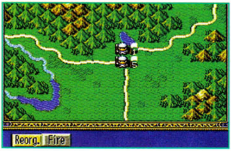
Xiang Yu
Div. 5
5869 99
8240 26
2354 --
General
Long Qie
Cao Jiu
Xiang Zhuang
Fan Tseng
Wang Yi

Breaking up is hard to do, but some circumstances require that you divide your forces.



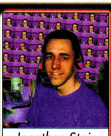
Div.	Gold	Prov.	Sldrs
5	5869	8240	1900
10	0	0	454
Left	0	0	0

When creating new divisions, all units must occupy the same square on the map screen.



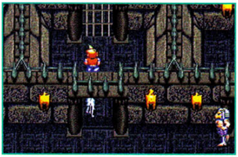
During the Plan Phase, choose the area to be divided and the Military and Organize commands.

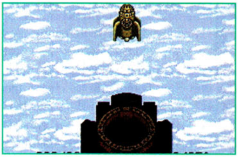
THE SECRET OF EVERMORE


Jonathan Stein

WHY WON'T THE GATE OPEN IN THE PYRAMID?

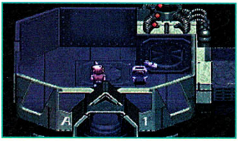
The center gate in the Pyramid Extension can be opened only once. If you open the center gate before speaking to Tiny, you can't revisit this area. One possible solution is to take the Wheel and the Gauge to the Tinker in Ebon Keep repeatedly. While this won't work in every game, sometimes the Tinker will blast you off in the rocket and into the next phase of the game.


You can't reenter the Pyramid Extension's center gate if you open it before speaking to Tiny.

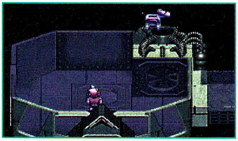

Giving the Gauge to the Tinker sometimes solves your conundrum, but it won't work every time.

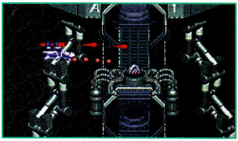
HOW DO I EXPLORE OMNITOPIA'S HALLWAYS?

Getting around the hallways in Omnitopia's Main District shouldn't be a problem if you defeat the Sphere Bots blocking the hallways. You can enter the air locks in the right corner by switching to the dog (use your Select Button) and using him to walk into the small circular doors. When the dog enters the air lock, he'll float up to the same level as the hovering Sphere Bots, and you'll be able to defeat them. As the Bots are defeated, you'll be able to open the passage through the center of the hallways. The Sphere Bots reappear if you continue a saved game here.



Switch to the Dog to enter the air locks and explore the rest of the areas in Omnitopia.

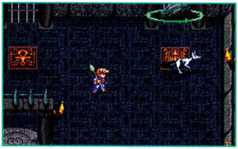

Air locks are located in the corners of each chamber. Defeat the Sphere Bots to proceed.

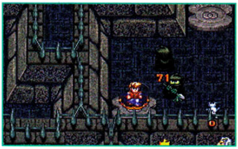


Defeat the remaining Sphere Bots to explore the rest of Omnitopia's Main District.

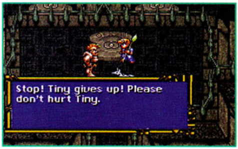
HOW DO I REACH TINY IN THE PYRAMID EXTENSION?

Reaching Tiny the Barbarian isn't very tough if you know the routine for finding him. From the start of the Pyramid Extension, walk up to the rock and use the Levitate spell to move it onto the right switch. Walk over and stand on the left switch, then make your dog sit on the middle switch. When all three switches are covered, the gates in the center will open. Enter the two middle gates and step on a teleporter. You can find Tiny if you reenter the teleporter you came from, but the number of times you must enter the teleporter before reaching Tiny is random. When you do find Tiny the Barbarian, he'll give you the Diamond Eyes. Take the Diamond Eyes back to the Tinker in the Tinker's Tower.


Use Levitate to move the rock up onto the right switch. Make the dog sit on the middle switch.

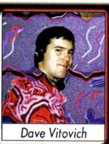


The trick to finding Tiny the Barbarian is to keep reentering the teleporter you just came from.


Stop! Tiny gives up! Please don't hurt Tiny.

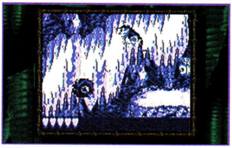
When you do find Tiny, he will reward you with the Diamond Eyes. Give these to the Tinker.

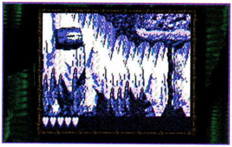
DONKEY KONG LAND


Dave Vitovich

HOW DO I REACH THE LEDGE IN STAGE 3-4?

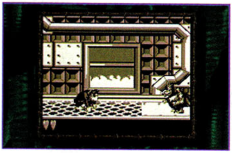
You can pick up the letter "K" and a bunch of bananas on the high ledge at the start of stage 3-4. As soon as you enter the stage, run left and jump into the barrel moving up at the side of the screen. The barrel is on a one-way trip and isn't coming back. You must reach the barrel on the first try. If you're quick enough, you'll ride the barrel up to the high ledges and collect the goods.

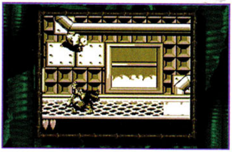

Simple simians go bananas trying to find a way up on this high ledge. The trick is to catch a ride in the barrel to the left of the starting point.

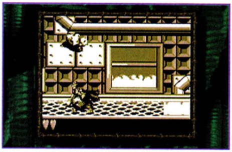

Ride the rising barrel up to the the ledge and score the letter "K" and a banana bunch, then jump down and complete the rest of the stage.

HOW DO I DEFEAT K. ROOL?

Feeling crushed by the King of Kremlings? Don't give up. In order to defeat K. Rool, you need to jump onto his bald head. Wait until he throws his crown and stomp on his head before he charges. Keep following him around the deck until you've hit him six times. Periodically the King changes his strategy and attacks with a series of belly flops. This is where the game ends for most players. You must survive six belly flops before the King starts throwing his crown around again, but there's a safe spot on the edge of the grating opposite K. Rool. Just remember to duck.


King K. Rool is determined to dump you overboard before the credits finally roll in DK Land.


The only way you can hurt King K. Rool is to jump on his head as he tosses his crown around.


You can duck on a flop-proof safe spot on the deck grate at each side of K. Rool's ship.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

MECHWARRIOR 3050

Q: How can I tell what my next mission objective is?
A: Select your Radar Computer to find out.

Q: How do I make it to the door before the bomb blows up in Mission 4?
A: Collect the canister closest to the metal door last. This gives you 30 seconds to escape.

URBAN STRIKE

Q: Where do I find the co-pilot, Long Haul?
A: You break him out of jail in Campaign Six.

Q: Can I defeat the enemies in the "Danger Zone?"
A: Areas flashing "Danger Zone" indicate that you can't enter there yet. While you can shoot some of the enemies, you're usually wasting your time. Come back later.

PGA TOUR '96

Q: How do I add back-and top spin?
A: Adjust your Arc Meter on the Draw/Fade menu before swinging.

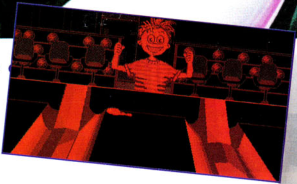
Q: Why does my ball fly left or right, even when there is no wind?
A: You must press the A button when the swing cursor is in the meter box. Anything left of the meter pushes your shot left, and anything right slices.

NESTER'S FUNKY BOWLING

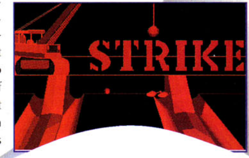
© 1996 Nintendo

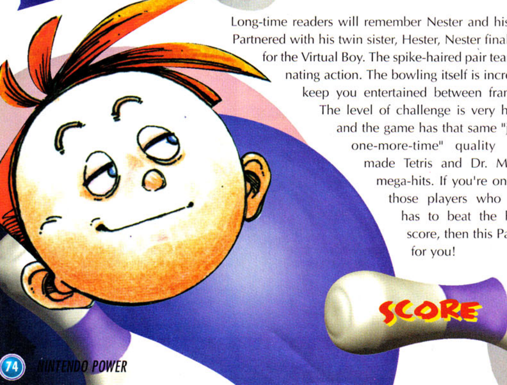
Join Nester and his twin sister, Hester, for some frantic fun at the virtual bowling lanes!

NESTER FREAKS FOR FUNKY BOWLING



Long-time readers will remember Nester and his ongoing quest to star in his own video game. Partnered with his twin sister, Hester, Nester finally realizes his dream in Nester's Funky Bowling for the Virtual Boy. The spike-haired pair tear up the lanes in one-player and two-player alternating action. The bowling itself is incredibly realistic, while the twins' animated antics keep you entertained between frames. The level of challenge is very high, and the game has that same "just-one-more-time" quality that made Tetris and Dr. Mario mega-hits. If you're one of those players who just has to beat the high score, then this Pak is for you!



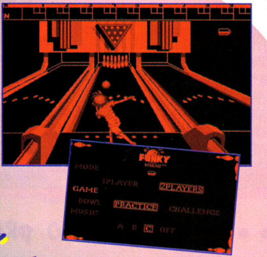


SCORE

0-90	Beginner (Gutter Putter)
90-200	Intermediate (Pin Head)
200-270	Advanced (Alley Cat)
270-300	Pro (Lane Brain)

The Real Thing

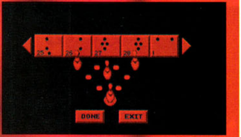
Bowling is really physics turned into a game: Players must judge how a moving object will affect a group of stationary ones. Mass, speed and angle of attack all help determine which pins will fall when the ball hits them, and the game's programmers have done a fantastic job making the action of the ball and pins realistic. In Nester's Funky Bowling, just as in real bowling, you can "finesse" your throw to make the pins bounce, ricochet and roll around, knocking down other pins in turn.



MODES OF PLAY

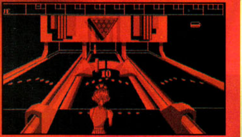
PRACTICE

Choose from 28 different pin formations, ranging from a normal setup to difficult problems, like splits. You can keep working at a problem until you get it right!



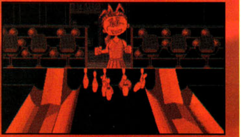
CHALLENGE

In this mode, the first ball of each frame is thrown by the computer, leaving you with a problem to solve. Get as many spares as you can to make the high score.



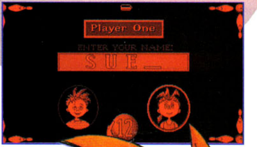
BOWL

This is your standard game of bowling. Scoring is done by computer, so you don't even have to know the rules; just throw as many strikes and spares as you can!



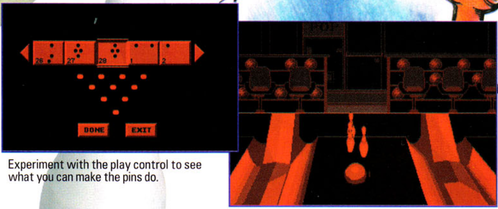
BIG OR SMALL, SOUTH PAW?

Besides having three play modes, the game lets you choose your character, ball size and whether you're left- or right-handed. It's great fun to experiment with these factors, just to see which ones will help you bowl that perfect, 300-point game!



Practice

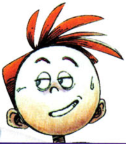
There are four aspects of play control: choosing where you stand, setting the spin and speed of the ball (using two different meters), and moving left or right as you throw. The Practice mode lets you perfect these maneuvers as well as work on specific problems. By making adjustments each time you throw, you can see how the different factors affect how the pins fall.

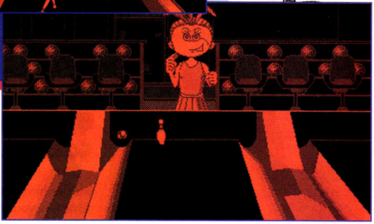


Experiment with the play control to see what you can make the pins do.

Challenge

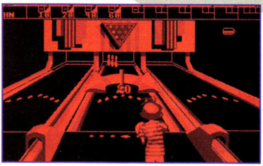
This is the most challenging and possibly the most rewarding play mode. The computer will throw the first ball for each frame of a ten-frame game. The computer never gets a strike, leaving you to pick up the spare. The fun here is not in getting a perfect 300 score, but in solving all of the sticky problems the computer throws at you. Precise play control is crucial in this mode!

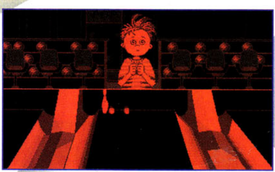




HEY! NO PROBLEM!

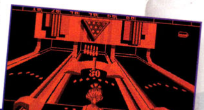
The pin formations are generated at random, and there are more variations here than what you'll find in the Practice mode. You'll probably be presented with a lot of splits, as these are the toughest problems in bowling. Luckily, there's no time limit on making your shot, so take your time.

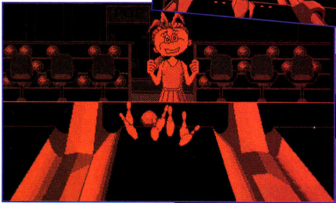




NOT SO SIMPLE

Some problems may look simple, but a slip of the spin or power meter can send your ball in the wrong direction or barreling down the lane too fast. In fact, if your ball is going too fast, the force of its impact will flow along a straight line, rather than spreading out among the pins. Set your speed just below maximum for the best effect.

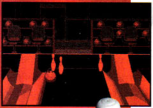




If the pins are arranged diagonally, don't throw the ball straight down the lane. Angle the ball along the line of the pins.

THE FUN SIDE OF PHYSICS

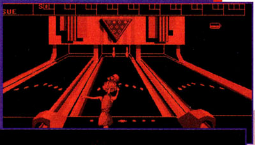
Splits are difficult, but not impossible, to turn into spares. The trick is judging where and how to hit one pin to knock it into another.

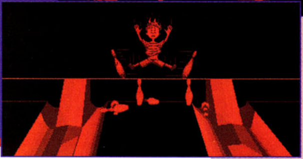


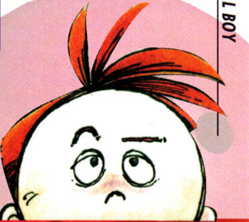
Hit the front pin on the left side to send it flying across the lane. You must approach from the left, but you can experiment with the spin control.

Bowl

This is your standard game of bowling, otherwise known as ten pin or turkey bowling. The object is to knock down all of the pins with one throw (a strike) or two throws (a spare) of the ball. You get ten chances (frames), and a series of ten strikes equals a "perfect" game of 300 points.

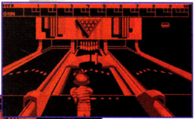


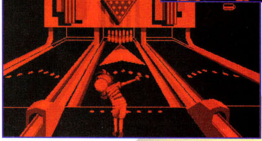




WHERE TO BEGIN

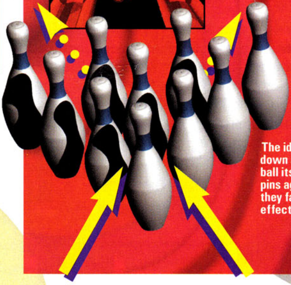
The most common beginner's mistake is to hit the pins straight up the middle. Chances are you'll cut a path straight through the pins, leaving some pins on the sides still standing. The best basic strategy is to stand slightly off to one side and curve the ball toward the other. As we mentioned before, keep your speed just below maximum.





Left-handers should stand to the left and right-handers to the right.

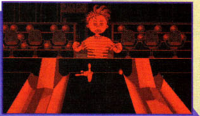
INCOMING!



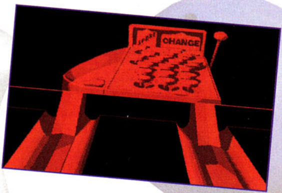
Aim at the space right between the first and second pin. Try to make the pins fan outward from the ball, rather than fall back along the ball's path.

The idea is not to knock down all the pins with the ball itself, but to knock the pins against each other as they fall. It's the domino effect in action!

BUDDY, CAN YOU SPARE A SPLIT?



Unless you're a real lane brain, strikes may be few and far between at first. A good number of spares, though, can mean the difference between the thrill of victory and buying your buddies the next round of hot dogs. Keep working on any problem areas. It may take a while to perfect your technique ("that pin needs to go just a bit more to the left"), but with a few minor adjustments to your game, you'll learn to tell which direction you should be going in.



TITUS RETURNS

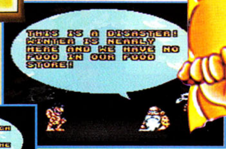
WITH THREE PROMISING SUPER NES TITLES

Titus all but disappeared from the scene last year with three Super NES games waiting in the wings. This year, under new management, and after seeing the brisk holiday sales of the Super NES, it is finally releasing Prehistorik Man, Ardy Lightfoot and Sink or Swim. Even though we covered both Prehistorik Man and Ardy Lightfoot last year, as the Titus titles arrive in stores, we think they're worth a second look. This month, we're offering refreshers on the first two games as well as a brief look at Sink or Swim, a game we passed over earlier. For complete coverage of Prehistorik Man, take a look back at the six-page review that ran in June; for additional coverage of Ardy Lightfoot, see the March issue from last year.

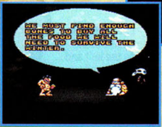
PREHISTORIK MAN™

© 1995 TITUS

Hard times have fallen on Sam's prehistoric village. Late one night, after everyone had fallen asleep, a pack of lizards sneaked into the storage hut and absconded with the entire winter supply of food. Now the tribal Chief wants Sam to either get the food back or collect enough dinosaur bones to buy supplies for the chilly months ahead.

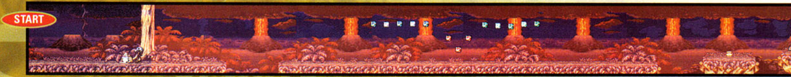


THIS IS A DISASTER! WINTER IS NEARLY HERE AND WE HAVE NO FOOD IN OUR FOOD STORE!



WE MUST FIND ENOUGH BONES TO BUY ALL THE FOOD WE WILL NEED TO SURVIVE THE WINTER.

At the beginning and end of each prehistorik level, the Chief critiques your progress through the game.

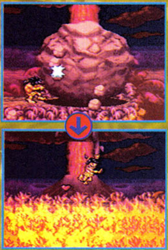


23 PREHYSTERICAL LEVELS

Prehistorik Man is a hilarious side-scrolling adventure about man's earliest adventures. The hero, Sam, must collect bones to buy his tribe food for the winter. He has several friends along for advice. The Chief explains the object of every level, the Metalsmith improves his weapons, and the Prehistorik Scientist designs several forms of prehistorik transportation, including a stone age unicycle, a leopard skin hanglider and the Ooga Boinga, a prototype of the pogo-stick. If Sam collects enough bones, he can cash some of them in for extra continues at the item shop.

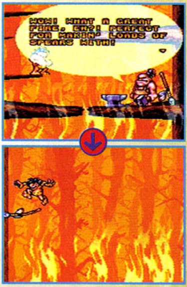
LAVA BOMBS

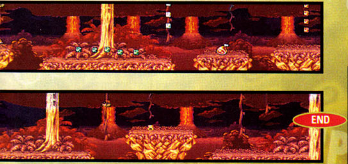
The old, dormant volcano in Level 7 hasn't erupted for years, but rumors persist that a single misstep on a hot steam vent might build enough pressure to cause the mountain to blow its top. In the event of an eruption, run fast and keep an eye out for the shadows of hot rocks falling from the sky. Strike your club repeatedly against the boulders to break them down and remove them from your path. You can avoid frying your feet by climbing into the high tree tops at the first sign of rising lava.



FIERY FOREST

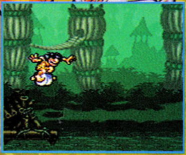
As soon as the volcano blows, hot rocks shower down from the sky and ignite the surrounding forest. In order to survive, Sam must flee though the high tree tops. Collect spears and throw them at the trunks of trees, then use the spear shafts as temporary ladders or spring boards to climb or leap above your smoldering problems.


WOW! WHAT A GREAT FIRE, EH?! PERFECT FOR MAKIN' LOADS OF SPEARS WITH!



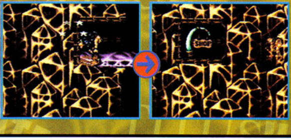
CYCLE JUMPING

After collecting the four tattered pages of the Book of Knowledge, Sam must escape from the unruly villagers in Slimeville. The Prehistorik Scientist has developed a Sports Wheel for a quick getaway, but Sam needs to learn about stump jumping and proper timing (press the B Button as Sam approaches the end of a ramp) or he'll be all wet.

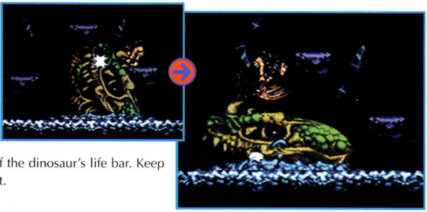


HIDDEN PASSAGES

Your trusty club is your best friend and primary means of locating hidden food hoards. Swing your club in the air and pound it around on the ground to locate secret passageways and hidden steps. Look for stars bouncing off your club when you're pounding the ground. Stars indicate a weak floor or wall that's almost ready to collapse. Keep pounding until the ground caves in.

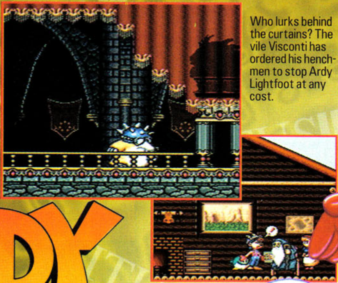


THE DINO GRAVEYARD



Oogawhama! It's a giant, undead dinosaur! This final guardian in the Dino Graveyard is the only thing that stands between Sam and the happiest ending in prehistory. The dinosaur has a tough time trying to hit a moving target, so spring between the three platforms until you see an opening. Each club hit in the head takes a red notch off the dinosaur's life bar. Keep repeating the pattern until the undead dino is finally extinct.

When combined, the seven pieces of the Mystic Rainbow grant anyone any wish desired. Unfortunately, the evil Visconti has a wish nobody else wants to see come true, and only Ardy Lightfoot can stop him. With your help, Ardy must complete this 17-stage, password-backed, platform adventure and find the pieces before Visconti gets his paws on them.



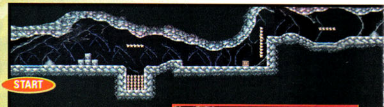
Who lurks behind the curtains? The vile Visconti has ordered his henchmen to stop Ardy Lightfoot at any cost.

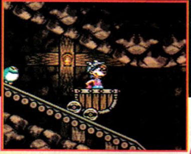
ARDY LIGHTFOOT™

© 1994 ASCII CORPORATUION

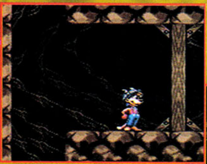
ARDY AND PEC'S EXCELLENT ADVENTURE

Ardy Lightfoot is a side-scrolling action game that will appeal to skilled players. Of the three games showcased in this update, Ardy Lightfoot is the most challenging. Its tough play isn't a result of diabolical foes or bevies of bad guys but of less than precise play control. Ardy's leaps, especially his jump attack technique, are exceptionally difficult to master. Despite this rough edge, the game has an entertaining story line propelled by lively animated sequences throughout Ardy and Pec's adventure. Ardy lives in Prismland, a colorful world inhabited by enchanting characters and entrancing scenery. Players who enjoy games with cartoon-like graphics will be enthralled by Ardy's quest for the fragments of the Mystic Rainbow.

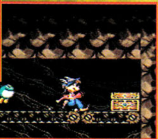




Take a ride on the wild side. The cavern levels in Ardy Lightfoot feature fast action and a hilarious chase.



When you jump out of the falling tub and catch this ledge, you'll discover a hidden room and an extra life.



HIDDEN GOODS

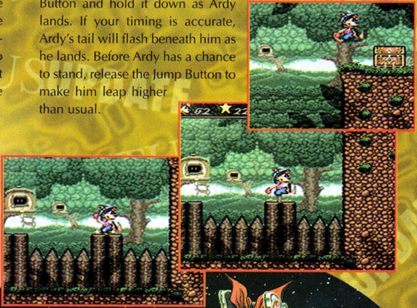
Prismland is full of lost and hidden treasures. Some of the most valuable items in the game are the stars scattered throughout each level. Every time Ardy collects 100 stars, he earns an extra life. Explore every nook and cranny in each level for chests containing treasure. Depending on the chest, you might be rewarded with extra lives, stars, or power-ups that grant your characters special abilities.

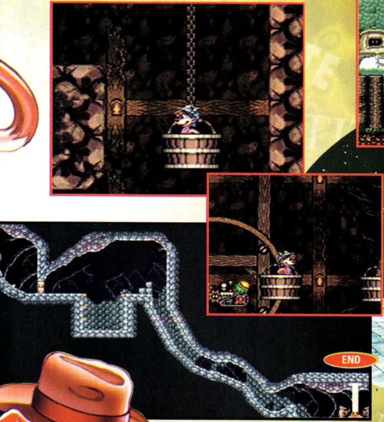
TURBULENT TUBS

In the caverns beneath the town and in several other stages in the game, Ardy and Pec encounter a series of rotating tubs. Jump into a tub, make a circuit or two, and look for a safe landing platform at the end of the dizzy ride. In tougher areas, Ardy must jump from one tub to another while keeping an eye out for fowl enemies. Use Ardy's tail or Pec's insatiable appetite to remove the feathered fiends hiding in tubs. Ardy can't jump on a rotating ride that's already occupied, so be sure to look before you leap.

TALL TAIL JUMPING

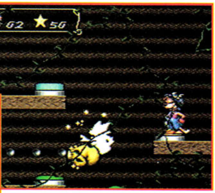
The Tail Jump is the toughest move to master in Ardy Lightfoot. Players must perfect this technique immediately or they won't last long. To properly execute Ardy's Tail Jump, press the Jump Button and hold it down as Ardy lands. If your timing is accurate, Ardy's tail will flash beneath him as he lands. Before Ardy has a chance to stand, release the Jump Button to make him leap higher than usual.

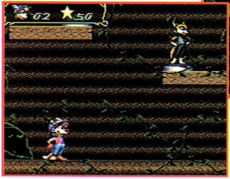




INDIANA ARDY

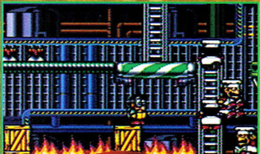
Ardy Lightfoot is one of those action games that separate the best players from the button-mashing pack. With the exception of the tough jumps, most players can cruise through the game's terrain until they meet a major enemy. The more jump attacks required to beat the guardian, the tougher the enemy is to defeat. Players patient enough to learn to properly execute Ardy's jump attack, as well as gamers with extremely good hand-eye coordination, have the best chance of viewing the end credits in this tough but entertaining game.

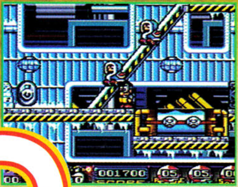




With few exceptions, you must defeat most major enemies using Ardy's Tail Jump attack. Unfortunately, the game's play control shortcomings make these confrontations tough.

Far off the coast of Greenland, a cruise ship has struck an iceberg and is rapidly sinking. You're the only rescuer for a thousand miles. So all the passengers and crew are relying on you to save them. You must work your way up from the keel to the mast in this password-backed puzzler as you try to be the hero of the day. Depending on your skill and daring, you and the crew will either Sink or Swim!

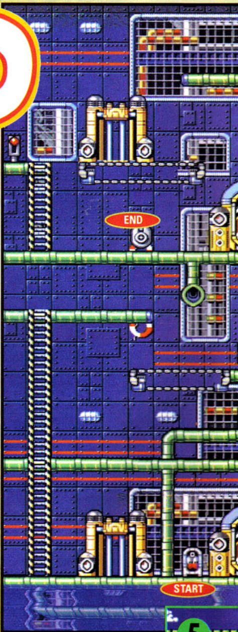




SOS™

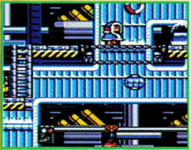
SINK OR SWIM

© 1994 Titus



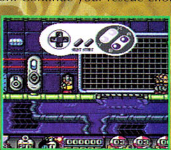
ABANDON SHIP

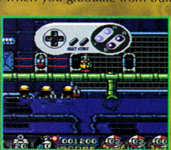
Sink or Swim looks a little bit like the puzzle game, Lemmings, and like the Lemmings, the panicked crew and passengers on this sinking vessel lack the common sense they need to save themselves. You're the only brains left on board and it's up to you to guide everyone to the exits. Thankfully, the evacuees are somewhat predictable in their behavior: they always climb up away from the water. Use your problem solving skills to the clear the obstacles in the evacuation route.

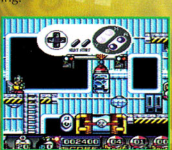


TAKE A TRAINING COURSE

While the controller functions in Sink or Swim are easy to master, the fast-moving levels can quickly fluster a novice. If you're feeling like you're all thumbs in your rescue attempts, reset the game and select the Trainer mode. The Trainer mode features a few typical levels with puzzles you'll encounter in the game. Unlike the normal game, Trainer mode includes a picture of your controller with buttons that flash when you need to press them to perform a specific function. Continue your rescue effort when you graduate from training.

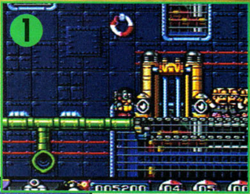




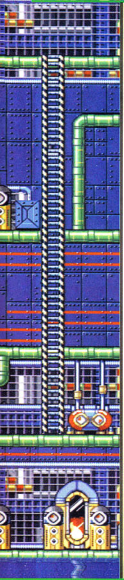


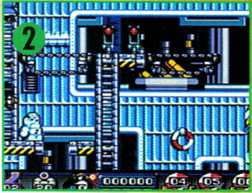
Trainer mode gets players into the game. The buttons on a diagram of a Super NES controller at the top of the screen flash to show players what they need to do next.

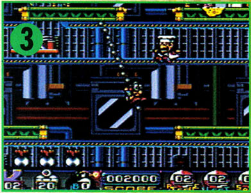
100 LEVELS OF FLOUNDERING FUN

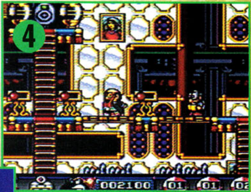


Sink or Swim features 100 puzzle levels packed with pounding pistons, jammed airlock doors, bursting pipes, quirky conveyor belts, flooding water and panicked passengers. The object of the game is to direct the passengers in each level safely to an exit and locate the access door leading to the next compartment. Some levels require perfect timing, while others tax your critical thinking skills. Players fortunate enough to complete five consecutive levels earn an easy-to-remember password.





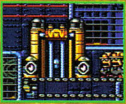




Sink or Swim's 100 leaky levels are divided into five color-coded regions. While levels vary in difficulty, the complexity of each puzzle gradually increases as players progress through the game. Lolo III veterans might find Sink or Swim slightly on the easy side, but the overall theme of the game is entertaining and leaves players wondering what new hazards they'll encounter in the next compartment.

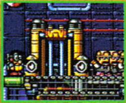
FULL PRESS

The exposed pistons on this sinking ocean liner can squash you flatter than a sea cucumber at low tide. Safety appears to be an afterthought on this doomed vessel. As a highly trained rescuer, you must use your lightning-fast reflexes to pass smoothly and swiftly between the pounding steel, but you should find another route for the evacuees.



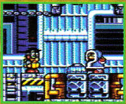
BELTS

While the ship's conveyor belts are normally used for transporting cargo, they can also carry passengers and crew members to safety. Use the rotating belts to keep panicked crowds from trotting off in the wrong direction. You can reverse the direction of a conveyor belt by standing in front of the belt control switch and pressing the Y Button.



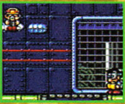
BLOCKS

Boxes, ice cubes and scattered luggage can help or hinder your rescue efforts, depending on where they end up when you move them. Use a bomb to blast the objects out of your path, or activate a conveyor belt to move them to a desired location. Keep an eye out for falling cargo. A falling block can squish unwary passengers, including you.



LIFE PRESERVERS

The object of some levels in Sink or Swim is simply to get everyone into a life preserver before the rising water fills the chamber. To open a glass case containing a life vest, stand in front of the box and press the Y Button. After you release it, the vest falls down to the surface of the water, where it can be picked up by a swimmer.



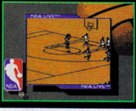
Sports SCENE

Distance traveled: 192 yds.

PGA EUROPEAN TOUR

84

It's PGA Tour '96 on a European vacation! Black Pearl takes you out on some of the most prestigious links in Europe, but you might wonder if it's all déjà vu. Tee it high and let it fly in PGA European Tour.



88

NBA LIVE '96

It's portable basketball with all the statistics, NBA teams, and real players. If you're a basketball fiend looking for a fix, this game is what you need. Get ready to crash the boards in NBA Live '96.

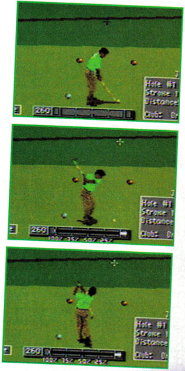
FIFA SOCCER 96
EA

FIFA SOCCER '96

89

If Super NES FIFA Soccer '96 rocked your socks, you're in for a thrill when you play the Game Boy counterpart. Check out the latest and greatest soccer game ever to be kicked around on a portable system.

The Sports Scene shifts into high gear in the New Year, touting a new look and the same straight talk. This month we span the globe to check out the latest releases, jetting to Europe for the PGA European Tour, North America for NBA Live '96, and then just about anywhere they kick a round ball for FIFA Soccer '96.



PGA EUROPEAN TOUR

Super NES

by Black Pearl

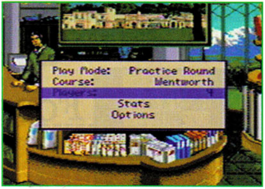
Winter is the time of year when golfers dream of warmer days and lush green fairways. But why not dream big this year? How about golf in Europe? Black Pearl Software lets you fulfill your fairway fantasies in PGA European Tour. The game features five prestigious European courses: the Crans-sur-Sierre in Switzerland, Wentworth in England, Le Golf National in France, Spain's Valderrama and the Forest of Arden, home of the English Open. Players can take on the professional golfers who frequent the European golf circuit, including Italy's Constantino Rocca, Scotland's Colin Montgomerie, Germany's Bernhard Langer or seven other professional golfers. Each European pro possesses a unique golf swing and approach to the game. Select from four modes of golf competition: Match Play, Shoot Out, Skins Game or the 72-hole, four-round Tournament mode. A battery-backed memory saves each player's vital statistics, from Par Saves to total golf winnings (all winning amounts are in British pounds), and a customize option lets gamers pick clubs to put in their bag. PGA European Tour is compatible with the Tee V Golf accessory, the only licensed golf club simulator available for the Super NES.

Players of PGA Tour '96 will find striking similarities in PGA European Tour's programming design. In fact, aside from the individual courses and featured professional golfers, the games are identical, presenting some obvious pros and cons. Golf enthusiasts who perfect their playing skills in one game will easily adapt and quickly climb the leader board in the other. Aside from getting used to new golf courses, the learning curve for Tour savvy players is non-existent. Gamers who were frustrated by the quirky putting and lack of a wind indicator on the overview screen in PGA Tour '96 will be disappointed to learn that those elements haven't been changed for PGA European Tour. If the putting really bothers you, select the Putting Green mode and practice your short game or, if it suits your style of play, simply select the Mulligan option and take your putt again.

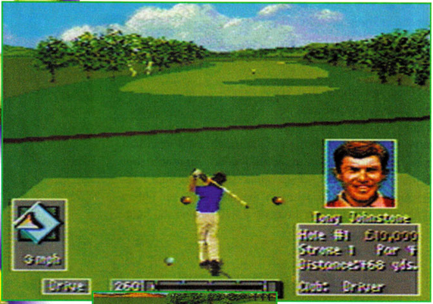
The game does a great job of simulating the flavor and drama of life as a professional golfer. Avid golf fans can measure their total winnings against the real tour money leaders (Colin Montgomerie topped the list in 1995 with a total of £835,051.40) and play courses they might otherwise see only on television.

If you're looking for a golf video game that showcases some of the best courses on the European tour or if you want to play against the top players on the European professional circuit, PGA European Tour is your game of choice. But if you already own PGA Tour '96 and you're looking for a new and innovative format for a golf game, you might want to consider other golf titles available for the Super NES.

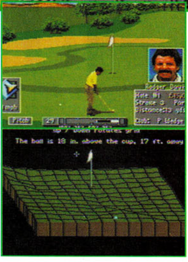
Options are the key ingredient in any successful sports game, and PGA European Tour has plenty of them. Visit the Pro Shop and work on your swing, perfect your short game or compare your statistics with the records of other players.



Play Mode: Practice Round
Course: Wentworth
Players: 4
Stats
Options



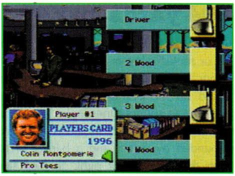
Tony Johnstone
Hole #1 £10,000
Stroke 1 Par 4
Distance 568 yds.
Club: Driver



Hole #1
Stroke 3 Par
Club: P Wedge

The ball is 18 in. above the cup, 17 ft. away

The best way to learn about a specific course is to watch someone else play it. Walk the links with a pro and watch where they aim. Keep in mind that the professionals featured in the game have individual methods for reaching the green.



Player #1
PLAYERS CARD
1996
Colin Montgomerie
Pro Tees

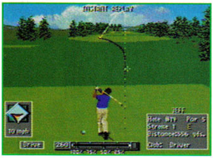
Select one of ten tour pros as a rival and square off in Match Play, Shoot Out or Skins Game mode, or, if you can't make up your mind, take on everyone in 72-hole Tournament play.

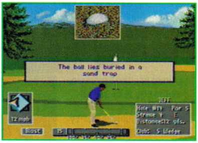
Crans-sur-Sierre

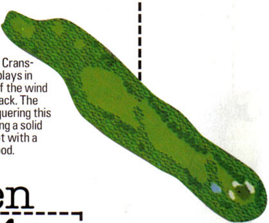
Hole #14 556 yards par 5

Crans-sur-Sierre
Switzerland
Canon
EUROPEAN MASTERS
CRANS MONTANA

Crans-sur-Sierre's 14th is the longest hole on the 6,739–yard course. A sliver of rough intrudes on the tee shot landing zone, and power hitters are penalized if they push too far. The key to conquering this hole is the lie of your second shot. If your ball finds a good lie, you can use a fairway wood to cut down the distance on your approach shot. Three bunkers and a small lake guard the green. Having the wind to your back is to your advantage on this hole. Crans-sur-Sierre is the Home of the Canon European Masters, a four-day tournament held the first week of September. The 1995 event was won by Mathias Gronberg, who scored an 18-under 270.


INSTANT REPLAY
JEFF
Hole #14 Par 5
Stroke 1 E
Distance:556 yds.
Club: Driver
10 mph
Drive
260


The ball lies buried in a sand trap
JEFF
Hole #14 Par 5
Stroke 4 E
Distance:12 yds.
Club: S Wedge
12 mph
Blast
15

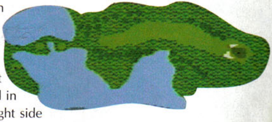


The 14th at Crans-sur-Sierre plays in your favor if the wind is at your back. The key to conquering this hole is hitting a solid second shot with a fairway wood.

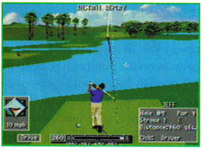
Forest of Arden

Hole #9 460 yards par 4

Home of the English Open
FOREST OF ARDEN HOTEL
GOLF & COUNTRY CLUB
Warwickshire, England



The long, par four 9th at Forest of Arden is the wettest hole on the 7,102–yard course. To safely reach the fairway, tee shots must carry at least 190 yards. Sliced tee shots that cross the water are swallowed in the tall grass bordering the right side of the fairway. If you find yourself in the rough, pitch your ball back onto the fairway instead of risking an approach shot through the trees. A pair of deep bunkers serve as final hazards, snagging weak approaches to the green. Power hitters can usually find their balls in the deep rough behind the hole.

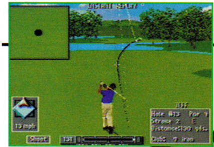

INSTANT REPLAY
JEFF
Hole #9 Par 4
Stroke 1 E
Distance:460 yds.
Club: Driver
10 mph
Drive
260

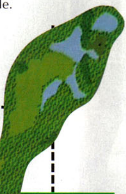
The shot from the pro tee box on the 9th makes or breaks your chance for birdie. Play it straight and you'll encounter few problems from the middle of the fairway.

Le Golf National

Hole #13 394 yards par 4

The tricky 13th at Paris's Le Golf National is unlucky only for aggressive or foolish players. The 394-yard hole is guarded by four enormous lakes—water is the most common hazard on the 6,966-yard, par 71 course. Greedy players attempting to shortcut the dogleg usually end up with ripples on the lake and a penalty stroke. The front edge of the green is surrounded by water, and a barrier of trees blocks approach shots that veer left or right. To land safely, select an iron with a high loft and aim for the back of the green. If you play the hole conservatively, your best shots will give you an occasional birdie putt on the green.


INSTANT REPLAY
JEFF
Hole #13 Par 4
Stroke 2 E
Distance:130 yds.
Club: 9 Iron
13 mph
Shoot
131

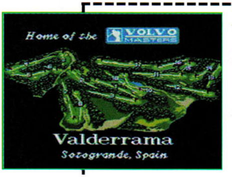


Stay on the fairway and stay out of trouble. Water and tall trees prevent anything but a straight approach to the green. Corner cutters are harshly penalized.

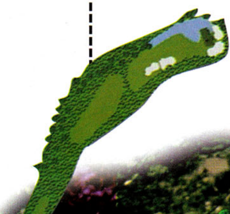
LE GOLF NATIONAL
Home of the Peugeot Open de France
Le Golf National
Paris, France

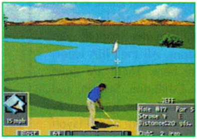
Valderrama

Hole #17 508 yards par 5

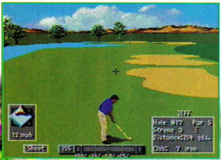

Home of the VOLVO MASTERS
Valderrama
Sotogrande, Spain

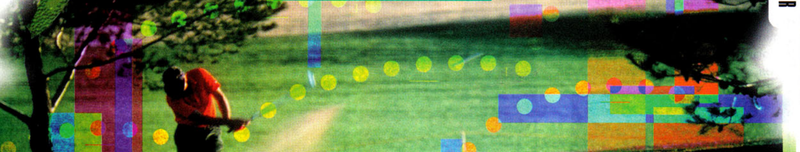
Valderrama's par five 17th lets players pick their potential hazards. After knocking the tee shot to the corner of the dogleg, players must choose their approach shots to the hole. Shots aimed at the left side of the green risk the chance of getting soaked. Shots landing too far right of the green are nabbed by a large bunker. Balls rolling off the back of the green have a 50/50 chance of landing in either hazard. If you want to play it safe, hit a fairway wood approach shot to the apron on the right side of the green. Bunker shots look better on your scorecard than a one-stroke water penalty.

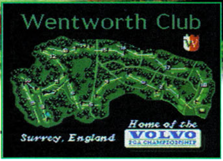


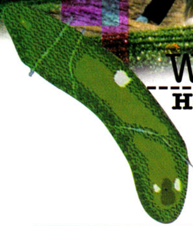

15 mph
JEFF
Hole #17 Par 5
Stroke 4 E
Distance:120 yds.
Club: 2 iron

You can pick your poison on this mean green, but the smart players tend to approach from the right side of the green. Anything to the left is usually all wet.


12 mph
Shoot
155
JEFF
Hole #17 Par 5
Stroke 3 E
Distance:159 yds.
Club: 7 iron



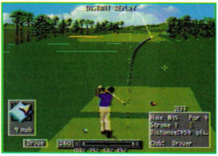

Wentworth Club
Surrey, England
Home of the VOLVO PGA CHAMPIONSHIP

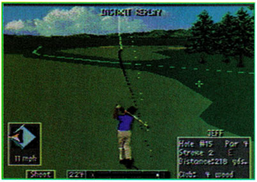


Wentworth

Hole #13 441 yards par 4

trees line both sides of Wentworth's 13th, knocking errant shots down or deflecting balls out of play. A small fairway bunker snags sliced tee shots and three more bunkers surround the green. As if you didn't have enough to worry about, a small creek sixty yards from the hole awaits poorly positioned approach shots. Unless the wind is gusty, launch your tee shot just right of the trees on the left edge of the fairway. You'll shorten the dogleg and take the fairway bunker out of play. Play it straight down the middle if the wind is perpendicular to the tee box.


INSTANT REPLAY
9 mph
Drive
260
JEFF
Hole #15 Par 4
Stroke 1 E
Distance:459 yds.
Club: Driver


INSTANT REPLAY
11 mph
Shoot
224
JEFF
Hole #15 Par 4
Stroke 2 E
Distance:218 yds.
Club: 4 wood

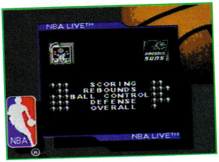
If there's no wind, left is right on the 13th's tee shot. Anything sliced is sucked up by the seemingly minuscule fairway bunker in the corner of the dogleg.

NBA LIVE '96

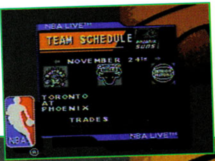
Game Boy

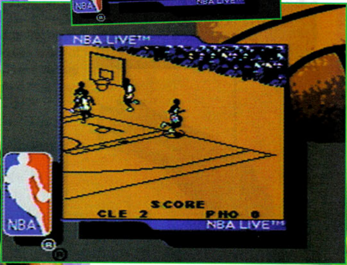
by Black Pearl

Crash the boards and stomp your feet, this basketball game is hard to beat. Black Pearl introduces NBA Live '96, a game loaded with action and options. All the NBA teams and players are here. There are three modes of play: Exhibition, Season, and Playoffs. A password save option saves your progress in Season and Playoff modes. And because all basketball fans have their own opinions of how the sport should be played, NBA Live lets you choose between Arcade mode, where players never foul out or get tired or injured, and Simulation mode, where you get every NBA reality except salary negotiations. If you can't make up your mind about the rules, or if you're a replacement referee looking for inspiration, a custom mode lets you select the rules and regulations to suit your own style of play.


NBA LIVE™
CAVS
PHOENIX SUNS
SCORING
REBOUNDS
BALL CONTROL
DEFENSE
OVERALL
NBA
NBA LIVE™

How does your team measure up against the competition? The matchup menu ranks your team according to scoring, rebounds, ball control and defense. If you're still unsure, compare the overall gauge: the longest gauge is favored to win.

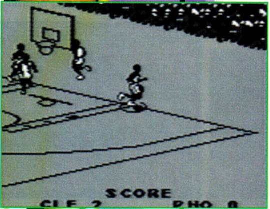

NBA LIVE™
TEAM SCHEDULE
PHOENIX SUNS
NOVEMBER 24TH
TORONTO
AT
PHOENIX
TRADES
NBA
NBA LIVE™



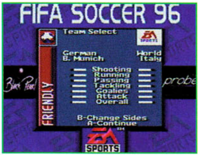
Season mode features an informative Team Schedule menu that lets you preview your competition in the coming months. The "simulate" command takes control of the games you want to sit out. You play who you want and when you want.

The team selection menu is informative and easy to use. Every NBA team is ranked by scoring, rebounds, ball control, and defense. Since NBA Live '96 is a one-player game, many players opt for the thrill of playing an entire season. Fans can select from a regular 82-, a 56- or a shortened 26-game season. When playing in Season mode, you can trade starting players with other NBA teams (remember that the trading deadline is February 24th). Make sure that you take down a password before you turn off the game, or the trade is off. If the notion of an 82-game season seems too intense, select the "simulate" option and catch your breath.

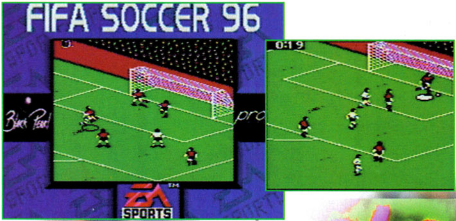
The game's play control features steals, fake shots, alley-oop passes, and blocking. Depending on the player with the ball, you'll see a variety of jump shots and slams at the basket. If you want some added flash, plug NBA Live '96 into your Super Game Boy and check out the colors. Team uniforms and menus are highlighted for extra clarity. NBA Live '96 definitely gives sports fans a bang for their basketball buck. In short, this portable game is a turnaround jump shot that hits nothing but net.



NBA Live '96 is great for those away games with your Game Boy. A handy password option lets you save your season and playoff records. Although the action looks small, basketball fans will like what they see in this portable sports game.

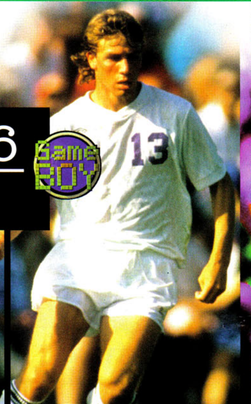

FIFA SOCCER 96
Team Select
German B. Munich
World Italy
Shooting
Running
Passing
Tackling
Goalies
Attack
Overall
B-Change Sides
A-Continue
FRIENDLY
Black Pearl
probe
EA SPORTS

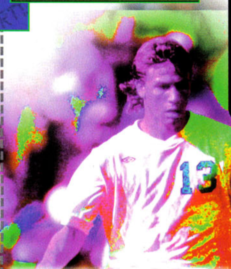
Ever wonder how a German league team would stack up against a World Cup contender? Select the Friendly mode matchup and find out. Friendly mode does not imply, however, that your opponents will be pushovers.


FIFA SOCCER 96
0:19
Black Pearl
EA SPORTS

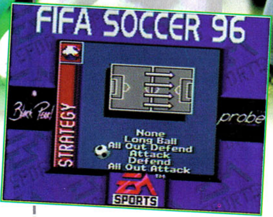
FIFA SOCCER '96

by Black Pearl

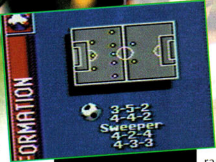




FIFA Soccer '96, one of the hottest soccer games for the Super NES, is now available for Game Boy. Unlike some portable sports translations, this game has features identical to its Super NES counterpart, including a ton of menus, statistics and options. You get the real teams in real leagues with authentic players, modeled after their individual strengths and weaknesses, and you get a big game out of a little cartridge. The screen perspective is big, and with the exception of the clock in the upper left-hand corner of the screen, gamers see all the action on a third of the field at a time. The players are clearly defined (you can make out the band at the top of their tube socks) and have realistic motion, but the characters are not so large that the ball disappears off the screen with every kick or pass. A white circle icon appears beneath the player with the ball, so it's easy to keep track of the action when the game is fast and the play is furious.


FIFA SOCCER 96
STRATEGY
None
Long Ball
All Out Defend
Attack
Defend
All Out Attack
Black Pearl
probe
EA SPORTS

Whether it's protecting your lead or going for broke at the a last minute, the strategy menu lets you pick new tactics at any point in a match. If you don't think a game plan is important, try winning in league play with no strategy at all.


FORMATION
3-5-2
4-4-2
Sweeper
4-2-4
4-3-3

Cut through the mud of confusing formations. FIFA '96 includes only the five most common and popular formations used by soccer teams throughout the world.

FIFA Soccer '96 not only includes extensive options but lets you adjust the game to suit your preferences. Change the game language, adjust weather conditions or penalties, or make injuries a reality (in the game, that is). The Injuries option in League, Tournament and Playoff games is very realistic. Depending on the severity of the injury, the player may roll around on the field for a few minutes or sit out an entire series of games.

Is the ref in your face? You can adjust the official calls to range from no fouls to a full deck of red cards. Pause the game and change your game strategy, coverage, formations or even make a player substitution. FIFA Soccer has plenty to please and little to disappoint. If you've been waiting for one of the best Game Boy soccer games of the new year, be happy. You didn't have to wait very long.

Only the STRONG survive in the...

ARENA ON-LINE!

Arena players will soon see the Power Players with the best scores, times and the all-time Power world records on Nintendo Power Source on America Online. In addition to seeing your name in the pages of Nintendo Power Magazine, your outstanding accomplishment will appear on America Online, where thousands of gamers can check out the last word on who's who of the very best. America Online subscribers can check out Nintendo Power Source by entering the keyword "NOA."

CHALLENGE #1

YOSHI'S ISLAND WORLD 6

The Yoshi's Island challenge series culminates with World 6. Can you get 100% in all the levels of this final world? You can't take a hit when you confront Bowser in his castle. The first twenty entries with perfect scores in World 6 receive two Super Power Stamps. Crybabies need not apply.

KILLER INSTINCT

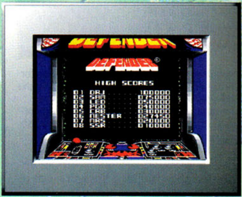
It's no secret that the Ultratech's cybernetic soldier can't be controlled. Now we want you to get out of control and cyberdash your way to the top of the Fulgore scoring list. Select Fulgore and blast away in two player mode. The top ten Fulgore scores control the Battle Zone and strut away with two Super Power Stamps.

CHALLENGE #2

DEFENDER

Time to get retro in a classic confrontation. Plug Defender into your Game Boy or Super Game Boy on your Super NES and blast your way to fame. Remember to save your Smart Bombs for the final waves of mutants. The top ten scores hit hyperspace with two Super Power Stamps and the eternal gratitude of the galaxy.

KILLER INSTINCT™
© 1994, 1995 NINTENDO / RARE.

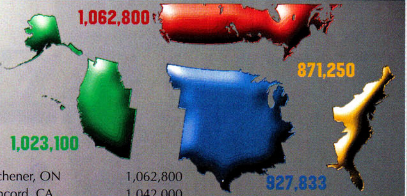


```
HIGH SCORES
01 DRJ       100000
02 SAM       075000
03 LED       050000
04 PGD       040000
05 CRB       030000
06 NESTER    027450
07 MRS       020000
08 SSR       010000
```

BATTLE ZONE

Killer Instinct

This month's Battle Zone features the top Combo Scores for Killer Instinct, and the Great White North makes a stunning comeback. Canada executes a Danger Move in the Battle Zone and walks away with the top honors. Don't mess with anyone with a last name like Lukianenko. We even triple-checked the spelling. The West stays above the cool mil mark in second place and Texas pride keeps Central alive.



Nathan Lukianenko	Kitchener, ON	1,062,800
Derek Vieira	Concord, CA	1,042,000
Aaron Smith	San Antonio, TX	1,012,500
Al Tilman	Pecos, TX	1,012,500
Scott Isokane	Honolulu, HI	1,004,200
Charles Lota	Chesapeake, VA	989,000
Kristofer Costa	Midlothion, VA	955,000
John Dailey	Elizabeth, WV	810,500
Jeff Stovall	Highland, IN	758,500
Damon Smith	Elizabeth, WV	730,500

SUPER PUNCH-OUT!!

Best Times for Defeating Nick Bruiser

Jim Mishak	Amherst, OH	0'08"79
Neil Sobel	Miami, FL	0'09"35
Don Krieger	Pittsburgh, PA	0'10"79
Mike Holland	Corona, CA	0'11"18
Mark Schneck	Whitehall, PA	0'11"32
Stan Uy	Norwich, CT	0'11"75
Jim Jones	Streamwood, IL	0'12"60
Aaron Becker	Gering, NE	0'12"67

DOOM

Best Times for 100% in the First Level

Nate Grant	Seymour, MO	1:22
Aaron/Vince Barredo	Eden Prarie, MN	2:46
Drew Bannister	Clarkston, GA	5:17
Tony Bower	London, ON	6:59:17

026
087
084
AMMO
HEALTH
ARMOR

020
052
041
AMMO
HEALTH
ARMOR

ENTER THE ARENA

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than March 15, 1996 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Before you can enter one of the challenges, capture your score on film. Be sure to include a picture of your Super NES in the photo of your high score. Dim the lights in the room, then take a few photos without a flash. When taking a photo of a Game Boy, place it on a flat surface and snap a shot using natural light (NO FLASH!). Using a game enhancement device results in disqualification.

NINTENDO® NOW PLAYING

Your Power Guide To The Latest Releases

FEBRUARY 1996

ARDY LIGHTFOOT

Super NES

PASS WORD

Company ....Titus
Release Date ......January 1996
Memory Size ......8 Megabits

What do you do when you find a piece of the rainbow?

If you're Ardy Lightfoot, you make a wish come true. Ardy and his round, Kirbyish pal, Pec, travel through 17 stages of the Prismland in this side-scrolling Super NES adventure from Titus, searching for seven pieces of power. Their quest takes them through a vast range of areas including a mine, a ghost town, a monster's stomach, a pyramid, a pirate ship, and a series of castle areas. Ardy's moves include throwing Pec and making super jumps by using his own tail as a pogo stick. He also stretches himself into an invisible, unhittable form to throw off enemies. The game doesn't do much of anything new, but it does many things well. Originally, the game was scheduled to come out last year, but it never made it. This month, Nintendo Power puts you on the path to end of the rainbow.

⊕ Nice graphics and good play control.

⊖ Not much innovation. Lots of repetition.

JACK BROS.

Virtual BOY

PASS WORD

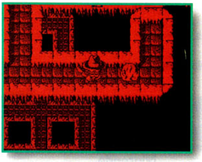
Company ....Atlus
Release Date ....November 1995
Memory Size ....8 Megabits

Race against time and terror in Atlus's first Virtual Boy adventure.

It's Halloween and the witching hour approaches for Jack Frost, Jack Lantern or Jack Skelton–three faerie creatures who can't be caught away from the underworld after midnight or they vanish in a flash of red LED vapor. Led by a Pixie through maze areas filled with enemies, the Jack of your choice has a chance to get home only if he beats the clock in each level, which may consist of three or four stages. Each stage has three or more keys Jack must collect and several enemies that must be dispatched. The final stage in each level contains a power-

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS WORD — PASS-WORD
SAVE — BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY PALETTE 4D — SUPER GAME BOY ENHANCED
FX SUPER — SUPER FX CHIP



ful guardian. If you defeat the guardian, you are awarded points and a password. Much of the play in Jack Bros. is classic maze stuff, but the game has a surprising adventure feel to it, as well, partially due to the overhead graphic perspective that is reminiscent of a Zelda game.

⊕ Good graphics. The clock keeps things moving. More challenging than you might expect. Passwords.

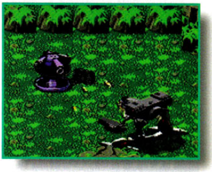
⊖ Poor text. Fairies on Halloween?

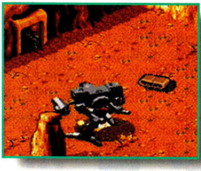
MECHWARRIOR 3050

Company ....Activision
Release Date ....November 1995
Memory Size ....12 Megabits

MechWarrior returns for an in-depth look into the future.

No, this isn't a rerun. MechWarrior may have been out for a few months, but we're stepping back into the future world of FASA to bring players a more strategic look at this game. Why? For one thing, it's tough. Each mission consists of being dropped on a planet with one heavily armored combat mech unit. You choose your weapons, then stomp off to meet the enemy. Besides controlling the three weapons systems, mech pilots also control movement of the mech and the pivoting upper turret section, so you can walk in one direction and shoot in a second direction. The missions play out in much the same way as the Strike games from Electronic Arts. On each world, you have multiple mission objectives. It's up to you to determine which targets should be your priority and which can wait. The two-player option allows two pilots to control the mech. While one of you steers, the other pivots the turret and fires the weapons. This month's strategic review should help pilots penetrate enemy lines without overheating their mechs.





⊕ Cool theme. Good control. Password for saving progress.

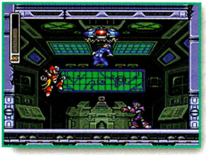
⊖ Very tough at first. Sharp learning curve.

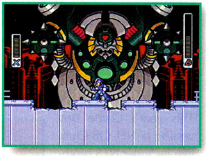
MEGA MAN X3

Company ....Capcom
Release Date ....January 1996
Memory Size ....16 Megabits

X marks the spot for mega maniacs.

Capcom stirs the pot one more time in order to dish out the third Super NES game in the Mega Man X series. The X games feature excellent graphics powered by Capcom's C1 chip in the Game Pak. Similar to Nintendo's FX chip, the C1 makes it easier to produce special graphics effects such as large enemies and tons of sprites on the screen. In this game, Mega Man X finds himself battling the reploids one more time. In this side-scrolling adventure, he has the assistance of Zero, who can be called upon at almost any time. The layout of the game follows the tried-and-true Mega Man formula. You fight through any of the eight levels in order to win the special weapon from the stage end guardian robot, then use that weapon in other areas. Mega Man X3 presses all the right buttons, but it won't surprise any Mega Man fan with innovation or originality. Power plunges into the mega fray this month.





⊕ Good graphics, play control and lots of action. Fun.

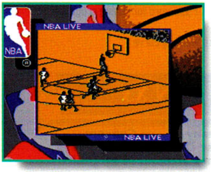
⊖ If you've played one Mega Man game.

NBA LIVE '96

Company ....Black Pearl
Release Date ....January 1996
Memory Size ....4 Megabits

Play with the best in the NBA on the road, but maybe not in your house.

This EA Sports title appears on Game Boy and Super Game Boy thanks to Black Pearl. Virtually all of the options found in the excellent Super NES original can be found in the micro version. Those options include season or exhibition play,



trades, offensive and defensive plays that you can select, three levels of challenge, substitutions, auto-switching, custom rules and more. You can even simulate games instantly in the season mode so you can play a season from any point on the schedule. Although all the hoops and whistles will be found in NBA Live '96, game play itself doesn't live up to the standard set on the 16-bit system. The game animation tends to be slow. It's so slow on Super Game Boy (How slow is it?) that you could put down your controller, go downtown to a real NBA game, watch the game, get stuck in traffic coming home and have a good night's sleep all before you could complete one pass on this turtle. The speed and graphics improve if you play on an actual Game Boy, making this one of the rare games that is easier to play on the hand held system than on Super Game Boy. NBA Live '96 is definitely one for the road. This month, Nintendo Power goes on a road trip to test this mini bad boy of b-ball.

⊕ Lots of options. NBA logos and players.

⊖ The Super Game Boy option performs poorly.

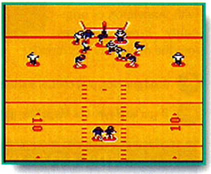
NFL QUARTERBACK CLUB '96

Game Boy

PASS WORD

Company ....**American Sammy**
Release Date ....**December 1995**
Memory Size ....**2 Megabits**

Zounds! Where did the Quarterback Club go?



This year's Game Boy version of NFL QB Club, like its Super NES brother, has the regular football options but no special QB skill events. The Super NES game made up for that lack with a cool scenario mode and improved overall game play and graphics. Unfortunately, the scenario mode and other enhancements didn't find their way to this Game Boy version. Players may play preseason, season, or playoff games with any of the 30 NFL teams using realistic play books for selecting plays. The Madden-like interface will be familiar to most sports fans, making the game easy to pick up and play.

⊕ Easy to learn. New teams.

⊖ No QB club skill events. No Super Game Boy enhancements. Poor sound.

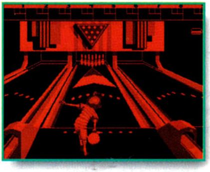
NESTER'S FUNKY BOWLING

Virtual Boy

Company ....**Nintendo**
Release Date ....**February 1996**
Memory Size ....**16 Megabits**

Nester finally sneaks into a real video game, and it's a bowl.

One of America's favorite games has surprisingly few video game counterparts, but that may change now that Nester's Funky Bowling for Virtual Boy is here. The one-time quipster from the pages of Nintendo Power has found his dream world, a world in which he is the focus of everyone's attention. Nester bowls in three modes: a regular bowling game, a practice session, and a challenge mode. Two-players can take alternating turns in any of the modes. The physics of the movement of the ball and pins is very realistic. Some great animations rub it in when you miss a spare. If you're seeing red, then it must be working. Don't miss this month's review.



⊕ Very solid bowling action. Fun challenge and practice modes.

⊖ Alternating play on Virtual Boy is awkward.

PGA EUROPEAN TOUR

Super NES

SAVE

Company ....**Black Pearl**
Release Date ....**February 1996**
Memory Size ....**8 Megabits**

Challenge Europe's finest golf courses and tour pros.

Five of the best golf courses in the world make up the Super NES tour for the latest of the EA Sports PGA golf series. Black Pearl used the SA-1 chip in the Game Pak for added graphic realism, just as in PGA Tour '96. Duffers who sink this game into their Super. NES will find themselves on the links with professional golfers, challenging them stroke for stroke in

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP

12 mph
Drive
Hole #2 Par 4
Stroke 1
Club: Driver

tournament, skins and match play. Black Pearl managed to stuff the entire game into 8 megabits of memory (PGA Tour '96 was a fat 16 megs) and that efficiency could end up saving you a few dollars at the store. Power roams the continent in this month's Sports Scene.

⊕ Good graphics and interesting courses.

⊖ Poor putting.

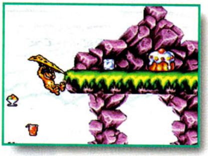
PREHISTORIK MAN

SAVE

Company ....**Titus**
Release Date ....**January 1996**
Memory Size ....**8 Megabits**

Caveman Sam must save the world.

The prehistory of Prehistorik Man included a false start last year when Titus thought the game would be released. Unfortunately, Titus didn't manage to get this action game out the door. Now, it seems as if PM will finally step out of the age of myth and into the twentieth century for the Super NES. Players will unthaw twenty-three levels of ice age bedlam, funky enemies and cool stages that include hang-gliding and unicycling action. Although most of the action in Prehistorik Man amounts to side-scrolling stunts and hop and bop, you'll also find adventure elements such as the need to talk to other cave people, to buy weapons, and to upgrade equipment and carry out missions for the tribe. This month's Titus review will cover some of the best features in PM, but if you want more, refer back to Nintendo Power Volume 73, June 1995.



⊕ Good graphics, play control, lots of variety. Great fun, especially in particular stages where you have special abilities.

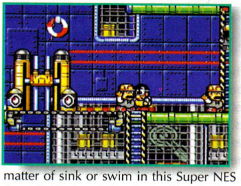
⊖ The challenge isn't always very high. Can be tedious at times. Limited save feature.

SINK OR SWIM

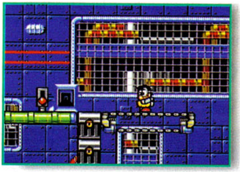
PASS WORD

Company ....**Titus**
Release Date ....**January 1996**
Memory Size ....**4 Megabits**

Try to keep your head above water in this perplexing puzzler from Titus.



You're in a ship at sea that's taking on water and you are the only one who can lead the crew out of the complex maze of engine rooms and passages. It's literally a matter of sink or swim in this Super NES action-puzzle game from Titus. In each of one hundred rooms, you must flip switches, hand out life vests, blow up obstacles and race the rising flood of water in order to save your crew. Borrowing heavily from the Lemmings school of puzzle games, Sink or Swim provides a challenge and some fun along with a few headaches. The theme may seem desperate, and sailors tend to get squished if you're not quick enough, but the graphics and music are light-hearted. Originally, the game was slated to be released last year, but Titus put it on hold along with Prehistorik Man and Ardy Lightfoot. In January, all three games finally made it to stores in the U.S. This month, Power reviews all three titles in a special Titus roundup.



⊕ Challenging. Fun.

⊖ Infrequent passwords. Lots of repetition.

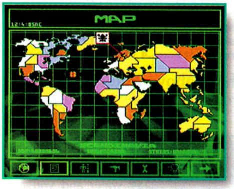
SYNDICATE

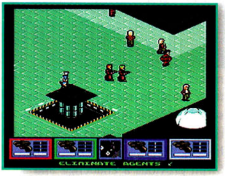
PASS WORD

Company ....**Ocean**
Release Date ....**July 1995**
Memory Size ....**8 Megabits**

Power revisits the action and intrigue of the world-wide Syndicate from Ocean.

The Syndicate first appeared for the Super NES last summer when Nintendo Power ran a Take 2 in the July issue. Since then, we've taken a longer look and we believe other players may want to do the same. What's the attraction? Frankly, it's not the graphics, which look like something out of a flea circus. Rather, we found the mix of gaming elements interesting. Both the strategy and the shooting action and the four-player mode is one of a kind. The background story concerns cyborgs and international intrigue. Your band of four agents tracks down the offending psychotic borgs, then retire them with extreme prejudice. In the four player game, each player controls one of four Syndicate agents. Some of the difficulties include learning the command functions and moving around interiors when your view remains on the outside of the buildings, but once you learn how to handle these awkward lapses in the game, you'll be hot for action. If you liked Shadowrun, you may also find The Syndicate pushes your button. Don't miss our full review this month.



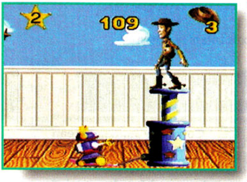


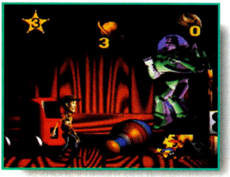
⊕ Both action and strategy required. Great music.

⊖ Small character graphics. Slow learning curve. At times you can't see your character. Difficult control.

TOY STORY

Company ....**Disney Interactive**
Release Date ....**December 1995**
Memory Size ....**32 Megabits**





To infinity and beyond, there's nothing like Toy Story.

It's Andy's birthday party and the toys are freaking out. What new toys will arrive? Who will be replaced in Andy's affections? Such are the concerns of toys everywhere. In Disney Interactive's Super NES action game based on the hit movie, Woody the cowboy must deal with the arrival of Buzz Lightyear, the space ranger who can't believe he's a toy. The game actually uses the same 3-D computer models used in the movie by Pixar. The game graphics of Toy Story look phenomenal, although not as detailed as in the movie. Game play varies widely in the different stages, moving from fairly standard platform jumping and side-scrolling to overhead driving sequences and even a 3-D Doom-like area that recreates the alien crane game in the pizza parlor. Other favorite cinematic scenes that are represented in the game include Sid's mutant room full of mutant toys and the race down the street. Nintendo Power goes to the movies this month with Disney's Toy Story

⊕ Beautiful graphics. Variety of play.

⊖ Play control feels a bit loose. Hit detection is poor in places. No voices from the movie.

XBAND MODEM

Company ....**Catapult**
Release Date ....**September 1995**

Link up for the ultimate in two-player gaming on the Super NES?

Dialing XBAND...
X
BAND™
Now You're Playing For Real

It may be a departure for Now Playing to cover accessories, but the XBAND modem from Catapult is cool enough to warrant the coverage. Two-player games almost always involve more surprises and more fun than single player games. That alone is enough reason to remind players about this great game playing option. Another good reason to include the XBAND in Now Playing is to dispel myths about the cost. A lot of people don't understand how the cost structure works. After the initial price of the unit, which is only $19.99 you have one month free use of the XBAND network for as many game con-

ICON KEY
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY
SUPER FX

nects as you want. After that, there are two monthly plans: all you can stomach for $9.95, and the limited connect for $4.95, which includes 50 connects with anything over that costing an extra 15 cents each. You can also restrict your connections to local numbers so that you don't run up long distance charges. It's totally up to you. Even if you do play long distance, you can sign up with XBAND Nationwide, which lets you connect for $3.95 per hour any time of day thanks to a deal XBAND struck with MCI. More confusion exists about how the system works, but it's really very simple. The following games are supported on the Super NES XBAND at this time: MK 2 , NHL 95, NBA Jam T.E., Super Street Fighter II, Madden '95, Madden '96, Weaponlord, Ken Griffey Jr. Presents Major League Baseball, Killer Instinct and Doom. MK 3 and NHL '96 may be ready by the time you read this and Super Mario Kart is just around the corner. All you need to play is the game, the modem and a phone. You plug the modem into your Super NES and the game into the modem. The modem line is plugged into the phone line. After that, you just fire up the Super NES and the modem automatically connects you to the XBAND network. You play against friends or unknown gamers, write messages, receive e-mail, join in contests and leagues and play at any time. There are enough XBANDers already that you seldom have to wait for a partner.

+ Two-player competition at any time with some of the best games ever.

− Easy to get hooked, but local play option helps.

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
🟢 ARDY LIGHTFOOT	3.4	3.4	3.5	3.5		K-A	ACTION
🔴 JACK BROS.	3.3	3.3	3.3	3.3		K-A	ACTION
🟢 MECH WARRIOR 3050	3.5	3.2	3.4	3.4		K-A	ACTION
🟢 MEGA MAN X3	3.4	3.6	3.5	3.2	☆ ★ ✫ ✭	K-A	ACTION
🟣 NBA LIVE '96	2.4	2.4	2.4	2.8		K-A	BASKETBALL
🔴 NESTER'S FUNKY BOWLING	3.3	3.3	3.3	3.5	✪ ✳ ✭	K-A	BOWLING
🟣 NFL QUARTERBACK CLUB '96	2.2	3.0	2.6	2.7		K-A	FOOTBALL
🟢 PGA EUROPEAN TOUR	2.8	3.0	2.9	3.1	☆	K-A	GOLF
🟢 PREHISTORIK MAN	3.8	3.5	3.8	3.6	✪ ☆ ✳ ★	K-A	ACTION
🟢 SINK OR SWIM	3.3	3.1	3.0	3.1		K-A	PUZZLE
🟢 THE SYNDICATE	2.9	2.5	3.4	3.5		K-A	ACTION
🟢 TOY STORY	4.1	3.1	3.6	3.5	☆	K-A	ACTION

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY 🟢---SUPER NES 🟣---GAME BOY 🔴---VIRTUAL BOY

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures

★ **Leslie**
RPGs, Puzzles, Adventures

✫ **Jeff**
Action, Sports, Fighting

✭ **Henry**
Fighting, Action, Sports

✳ **Dan**
Action, Adventures, Puzzles

☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings

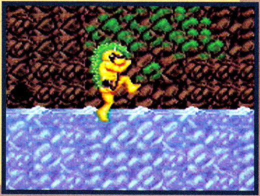
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

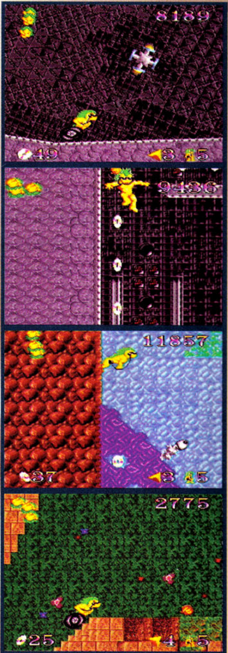
PAK WATCH

THE *INSIDE* SOURCE ON FUTURE GAMES

MOHAWK & HEADPHONE JACK

When T•HQ went shopping recently, they wound up buying a gem from Solid software called Mohawk & Headphone Jack. This Super NES game combines some of the best-known features of games such as Uniracers and Sonic the Hedgehog, wraps it in a funky soundtrack, spins you around with an innovative shifting of gravity and tops it all off with excellent options. But what's it all about? Mohawk and Headphone Jack, two bare bros with green and pink mohawks, respectively, live in enclosed, cavern worlds where arrow switches spin the center of gravity. Imagine that you are on the inside surface of a ball that rolls over when you hit a switch. Inside shifting worlds, your character faces enemies, puzzles, warps and cunningly concealed areas. On your side, you have bombs, a great jump move, the ability to curl into a spiked ball for attacking enemies, and power-up items such as the icon that turns Mohawk into a unicycle guy. Since the worlds are so large, a map function has been included. When you zoom out into map mode, you can scroll around the entire world, planning your next move. The Bot enemies are cool, although they are simple and exhibit no intelligence. The Mode 7 graphics, however, could use some work. The release date hasn't been set at this time, but it will be in the spring or summer, possibly as early as April.

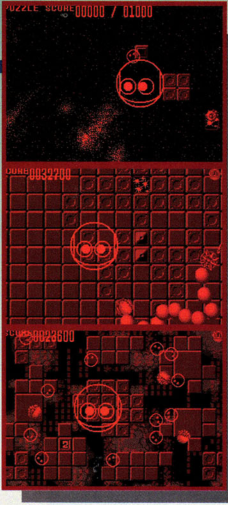




NEWS SOURCE Extra

DEVELOPER – Solid Software
SYSTEM – Super NES
MEMORY – 16 Megabits
COMMENT – Funky and fast
RELEASE DATE – Spring '96

BOUND HIGH



We played Bound High in Japan at the last Shoshinkai, and, although no exact date has been decided at this time, the game is coming to the United States later this year. Virtual Boy players may be surprised by both the simplicity and the fun of Bound High as they control a bounding sphere that knocks enemies off when it bounces on them. The trick is to stay on the play field, which is suspended high above the earth. Some blocks vanish if you bounce off them, and other blocks may reveal hidden puzzles, items or other objects. The variety of playfields also presents a challenge. Sometimes, you'll find large areas for easy bouncing. But other stages may have small, scattered blocks that require precision. Adding to the difficulty is the rebound angle when you hit a moving enemy. You don't necessarily bounce straight up in the air. Three modes of play—Quest, Puzzle and Random—offer enough challenge to keep players face-in for a long time, and a password lets you start from where you left off.

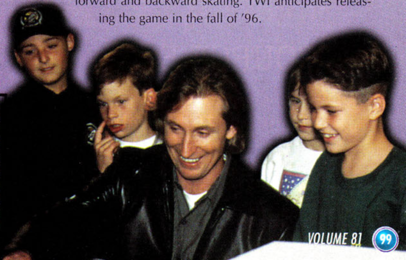
NEWS SOURCE Extra

Developer – Japan System Supply
System – Virtual Boy
Memory – 8 Megabits
Play – Three modes and password

WAYNE GRETZKY HOCKEY

NU 64
BREAKING NEWS

Nintendo of America and Time Warner Interactive announced the forthcoming release of a new Dream Team exclusive title for the Nintendo Ultra 64. Wayne Gretzky Hockey for the NU 64 will feature the Great One himself. Time Warner Interactive sources say that Wayne will work actively with the game's design team. The first hockey game for the NU 64 will feature fully rendered, textured, 3-D players. An intelligent camera will select the ideal angle view as the action moves around the rink. The early design specs call for a four-on-four format that includes goalies. The game will also include the NHLPA license and all the names of NHL stars, with their statistics and likenesses. The hockey moves include an impressive library of animation for checking, penalty moves, face-offs, and forward and backward skating. TWI anticipates releasing the game in the fall of '96.



NEWS SOURCE Extra

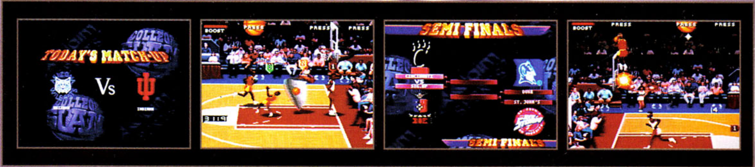
Developer – Time Warner Interactive
System – NU 64
Play – 4—on 4— arcade hockey
Comment – Coin-op version releases in summer

COLLEGE SLAM

College ball usually precedes the pro game, but in the case of College Slam, it follows in the footsteps of NBA Jam. The Super NES collegiate hoopster from Acclaim features graphics similar to the Jam games, but players taken from 44 college teams around the country, not to mention the school logos and even their fight songs. The three play modes include a head-to-head option for up to four players, a tournament with 16 teams, and a season mode. Acclaim has included player and team editing features and special on-court gimmicks such as net meltdowns and backboard smashes. You can also send one of eight fraternity teams into the fray. The two-on-two battles feature alley-oops, coaching tips, announcers, hot spots, power-ups and a battery backed-up memory for saving season campaigns. Our best guess for the beginning of slamming season is this March.

NEWS SOURCE Extra

DEVELOPER – Acclaim
SYSTEM – Super NES, Game Boy
STYLE – Arcade Basketball
PLAYERS – 1-4 simultaneous
Comment – 44 teams



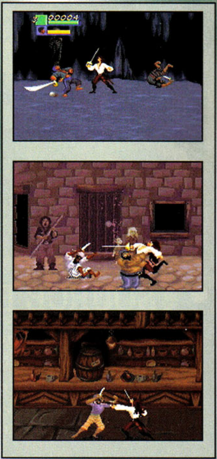
CUTTHROAT ISLAND

The pirates of the Caribbean aren't just those brigands in a ride at Disney World, they were a brash breed of adventurers and desperados who plied the waters of the West Indies back in the seventeenth and eighteenth centuries. In Acclaim's swashbuckling Super NES game, due for release any day now, one of the most notorious pirates, Dawg Brown, searched for a legendary treasure on Cutthroat Island. As in the recent movie starring Geena Davis, the plot pits the lady pirate, Morgan Adams, against Dawg Brown in a race to find the three missing pieces to the treasure map. During the game, Morgan and her companion, Shaw, use their fencing skills to cut their way out of prison and through countless dangers on their way back to the Morning Star.

NEWS SOURCE Extra

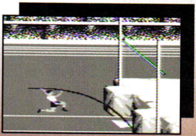
DEVELOPER – Software Creations
MEMORY – 16 Megabits
STYLE – Side-scrolling sword fighting
PLAYERS – 1-2 simultaneous

The two-player option works cooperatively, with Morgan and Shaw hacking and slashing the governor's thugs in loving unison. Cutthroat Island also contains two fighting options: sword fighting and brawling. The brawling option lets players mix it up with their fists, but be warned that your opponents will still be wielding forged steel. In addition to the swordplay, the adventure includes specialty stages such as a ride in a mine cart and an actual treasure hunt contest being held by Acclaim.



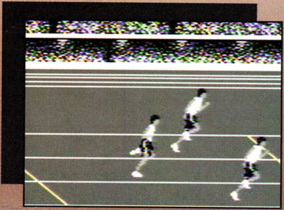
1996 OLYMPIC SPORTS

This summer, the world's focus turns to Atlanta and the XXV Olympic Games. T•HQ will bring you the action on Game Boy with 1996 Olympic Sports, which is a tentative title at this time. The track & field events include high jump, hurdles, pole vault, triple jump, javelin, shot put and 100–yard dash. Players also may participate in swimming events, such as the freestyle and butterfly, or in other competitions including archery. Although the games in Atlanta won't start until the torch arrives from Athens, you will have a head start since the game will come out in May.



NEWS SOURCE Extra

LICENSE – Olympics
MEMORY – 8 Megabits
COMMENT – 200 countries
Systems – Super NES, Game Boy

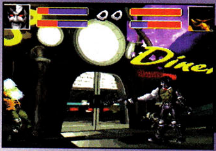


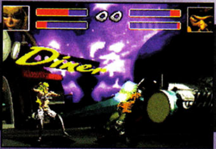
LOBO

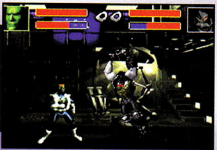
Ocean warms up for its recently announced Mission Impossible game for the NU 64 by creating this rendered fighter using Silicon Graphics workstations and Alias software. Lobo stars the comic book hero and five other tough characters including Kringle, Dox, Shada, Loo and D-Nitro. The three modes of play include Solo, Vs. and Practice. In practice, you can choose to match up any of the six fighters and test their moves. Solo is the one-player tournament and Vs. lets you bash your buddies. The option menu includes three levels of difficulty, time limits, round limits, and music controls. Game play on the unfinished version we received had bugs, both large and small, so it was difficult to evaluate. The moves operated on standard tournament fighter control patterns and ranged from basic kicks and punches to special long range attacks and auto-combos. Ocean hopes to have this fighter on the market this winter. We should have a completed copy and a full review in Power next month.

NEWS SOURCE Extra

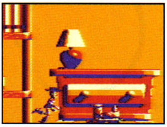
DEVELOPER – Ocean of America
RELEASE – Winter '96
MEMORY – 24 Megabits
FIGHTERS – Six

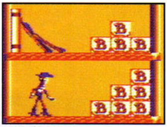


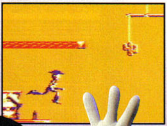




MORE TOY STORY







Toy Story looked great on the Super NES and the Game Boy version from T•HQ also makes use of the wonderful Pixar characters from the Disney movie. In fact, the Game Boy version looks a lot like the 16-bit game with Woody stumbling into adventures in Andy's room, the pizza place, Sid's chamber of toy horrors and elsewhere. The finished game will include at least ten stages from the Super NES game and major characters from the movie, such as Buzz Lightyear, Mr. Potato Head, Hamm, Rex and the Green Army Men.

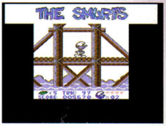
MISSION IMPOSSIBLE

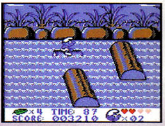
Nintendo and Ocean just announced another exclusive Dream Team title for the NU 64, Mission Impossible, due for release sometime later this year. According to our sources inside Ocean, players will have to solve puzzles involving realistic missions, such as getting past armed guards to infiltrate a secret base. Sounds like the TV show and the Mission Impossible movie, also due out this year. Early design specs call for a multiple, simultaneous player mode,

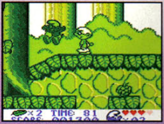
MOVES AND RUMORS

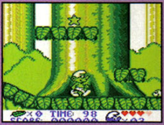
Who's on the move in the video game world? Hudson Soft for one. The American marketing branch of the Japanese company is moving its operations from the Bay Area to Kirkland, Washington. It should come as no surprise that Kirkland is located next to Redmond, home of Nintendo of America. GameTek, based in Miami, Florida, is moving its entire operation to the Bay Area. (Maybe they should check with Hudson's old landlord.) It's also been rumored that Scottish developer DMA will open an American development office in Colorado—apparently it likes the highlands.

THE SMURFS





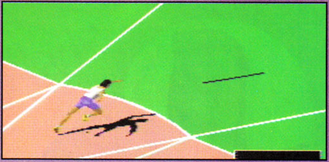




The Smurfs head out on an adventure for the Game Boy from I. Motion, a new third-party publisher. Although the Smurf madness has declined in the U.S., Smurfmania continues to rage in Europe where this game was published by Infogrames. The Smurfs includes a variety of platform action in three levels of difficulty and a password option for saving your progress. Large graphics and happy music emphasize the cuddle-quotient of the Smurfs. It may be too much for some gamers to take, but younger players will find a surprisingly good game with enough challenge to make it worth a trip to the store, where it should arrive in the next few weeks.

OLYMPICS FOR THE SUPER NES

T•HQ scored the license for the Atlanta Olympic games for the Super NES in addition to the Game Boy license. Both video games are due to be released in May, prior to the offi-

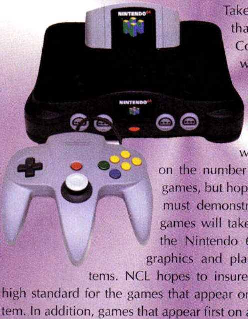


cial games in Atlanta, and will include most of the same events from track & field, swimming and specialty events such as weight lifting. Pak Watch will bring you the first play review of both 1996 Olympic Sports games very soon.

NINTENDO 64 CONFERENCE

At Shoshinkai last November, Mr. Yamauchi of Nintendo Co. Ltd. announced that there would be a developers conference in Kyoto in December. At that conference, Japanese third-party publishers learned first-hand about the technical specifications for the new Nintendo 64 from the developer of the system, Mr. Takeda of NCL and several representatives from Silicon Graphics Inc. Among those companies that were represented at the conference were top Japanese video game publishers, including Enix and Capcom. News Pak has also learned from an inside source at Namco that the arcade powerhouse is hoping to develop games for the new 64-bit system.

Some of the topics discussed at the conference included the number of titles in development and the steps that third party publishers would have to take in order to make Nintendo 64 games. Mr. Takeda estimated that Nintendo Company Ltd. would publish 14 or 15 Nintendo 64 titles per year. There will be no limit on the number of third party games, but hopeful publishers must demonstrate how their games will take advantage of the Nintendo 64's advanced graphics and play control systems. NCL hopes to insure an extremely high standard for the games that appear on the new system. In addition, games that appear first on arcade systems will have to include unique elements for the Nintendo 64. Further mention was made with regard to the 64DD, the disk drive system for the Nintendo 64. It was announced that the 64 megabyte magnetic RAM disk drive unit will fit beneath the Nintendo 64 console in a stacked formation.



RELEASE FORECAST

Super NES

BASS MASTER II	SPRING '96
COLLEGE SLAM	WINTER '96
GARGOYLES	WINTER '96
KEN GRIFFEY JR.'S WINNING RUN	SPRING '96
LOBO	WINTER '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	SPRING '96
MOHAWK & HEADPHONE JACK	SPRING '96
1996 OLYMPIC SPORTS	SPRING '96
PINOCCHIO	SPRING '96
POCAHONTAS	SPRING '96
ROAD RASH	SPRING '96
SUPER MARIO RPG	SPRING '96

Virtual BOY

BOUND HIGH	UNDECIDED
3-D TETRIS	WINTER '96
VIRTUAL FISHING	WINTER '96

Game BOY

NHL '96	WINTER '96
POCAHONTAS	WINTER '96
THE SMURFS	WINTER '96
TOY STORY	WINTER '96
1996 OLYMPIC SPORTS	SPRING '96

PLAYER'S POLL CONTEST

GO "TO INF
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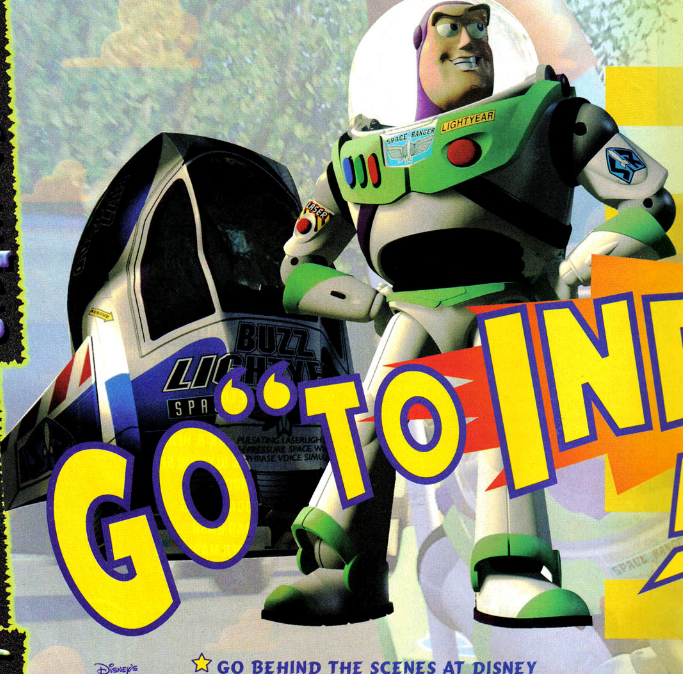

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One entry per person, please. All entries must be postmarked no later than March 1, 1996. We are not responsible for lost or misdirected mail.

On or about March 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after March 31, 1996, send your request to the address above.

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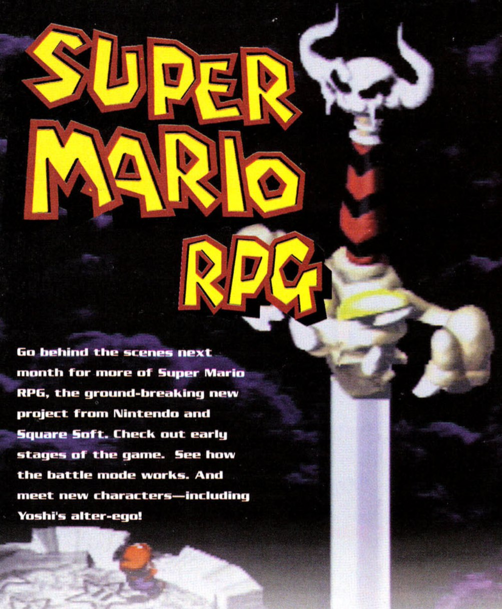
Coming Next Issue.........

Volume 82, March 1996

SUPER MARIO RPG



Go behind the scenes next month for more of Super Mario RPG, the ground-breaking new project from Nintendo and Square Soft. Check out early stages of the game. See how the battle mode works. And meet new characters—including Yoshi's alter-ego!

CUTTHROAT ISLAND

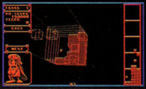
Ahoy, Mateys! Set sail in March with Morgan Adams and her captive crew as they escape from Jamaica and search for the mysterious treasure of Cutthroat Island.

College Slam

CPU
CPU
CPU
CAL BERKELEY 11
FLORIDA 0

Get ready to bang the boards in another hoop fest from Acclaim. Next month we'll go one-on-one with more than 40 teams from coast to coast in College Slam.

3-D Tetris



What happens when Tetris meets Virtual Boy? Tetrads go 3-D and players face a whole new dimension of challenge, that's what. See for yourself next month!

GAME LIST

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Ardy Lightfoot
7. Bass Masters Classic
8. Bassin's Black Bass with Hank Parker
9. Batman Forever
10. Big Sky Trooper
11. Blackthorne
12. Boogerman
13. Breath of Fire II
14. Brett Hull Hockey '95
15. Brutal: Paws of Fury
16. Bust A Move
17. Castlevania Dracula X
18. Chrono Trigger
19. Civilization
20. CutThroat Island
21. Demolition Man
22. Demon's Crest
23. Dirt Trax FX
24. Disney's Aladdin
25. Donkey Kong Country
26. Donkey Kong Country 2: Diddy's Kong Quest
27. Doom
28. Dragon: The Bruce Lee Story
29. Dragon View
30. Dragon Warrior VI
31. Drop Zone
32. EarthBound
33. Earthworm Jim
34. Earthworm Jim 2
35. Emmitt Smith Football
36. Fatal Fury Special
37. FIFA International Soccer
38. FIFA International Soccer '96
39. Final Fantasy II
40. Final Fantasy III
41. Final Fight 3
42. Frank Thomas Big Hurt Baseball
43. Gargoyles
44. Godzilla: Destroy All Monsters
45. Home Improvement
46. Illusion of Gaia
47. Indiana Jones' Greatest Adventures
48. Judge Dredd
49. Jungle Strike
50. Jurassic Park 2
51. Justice League Task Force
52. Ken Griffey Jr. Presents: MLB
53. Killer Instinct
54. King Arthur & The Knights of Justice
55. Kirby's Dream Course
56. The Legend of Zelda: A Link to the Past
57. Lemmings 2
58. The Lion King
59. Looney Tunes B-ball
60. Madden NFL '96
61. Mario Paint
62. Mark Davis' The Fishing Master
63. The Mask
64. Mechwarrior 3050
65. Mega Man X
66. Mega Man X2
67. Mega Man X3
68. Mega Man 7
69. Metal Warriors
70. Mickey Mania
71. Might & Magic III: Isles of Terra
72. Mighty Morphin Power Rangers: The Movie
73. Mortal Kombat
74. Mortal Kombat II
75. Mortal Kombat 3
76. Mutant Chronicles: Doom Troopers
77. NBA Give 'n Go
78. NBA Jam
79. NBA Jam Tournament Edition
80. NBA Live '95
81. NBA Live '96
82. NFL Quarterback Club '96
83. NHL '95
84. NHL '96
85. NHL Stanley Cup
86. Ninja Gaidan Trilogy
87. Nosferatu
88. Ogre Battle
89. PGA European Tour
90. The Phantom 2040
91. Pitfall: The Mayan Adventure
92. Prehistorik Man
93. Primal Rage
94. P.T.O. II
95. Revolution X
96. RoboTrek
97. Romance of the Three Kingdoms IV: Wall of Fire
98. Samurai Shodown
99. Scooby Doo Mystery
100. Secret of Evermore
101. Secret of Mana
102. SimCity
103. Sink or Swim
104. Spawn
105. Spider-Man & Venom in Maximum Carnage
106. Spider-Man: The Animated Series
107. Star Trek: Deep Space Nine
108. Star Trek: Star Fleet Academy
109. Star Fox
110. StarGate
111. Street Fighter II Turbo
112. Stunt Race FX
113. Super Bomberman 2
114. Super Mario All-Stars
115. Super Mario Kart
116. Super Mario World 2: Yoshi's Island
117. Super Metroid
118. Super Punch-Out!!
119. Super R.B.I. Baseball
120. Super Return of the Jedi
121. Super Street Fighter II
122. Swat Kats
123. Syndicate
124. Tecmo Secret of the Stars
125. Tecmo Super Bowl III: Final Edition
126. Tetris & Dr. Mario
127. Tiny Toons Wacky Sports
128. Top Gear 3000
129. Toy Story
130. True Lies
131. Uncharted Waters New Horizons
132. Uniracers
133. Urban Strike
134. War 2410
135. Waterworld
136. Wario's Woods
137. Wayne Gretzky and the NHLPA All-Stars
138. WeaponLord
139. Whiz
140. Wild C.A.T.S.
141. Wolverine
142. WWF Raw
143. WWF Wrestlemania: The Arcade Game
144. X-Men: Mutant Apocalypse
145. Zoop

Game Boy

146. Aladdin
147. Alien Games
148. Animaniacs
149. Asteroids/Missile Command
150. Batman: The Animated Series
151. Casino Funpak
152. Centipede/Millipede
153. Contra: The Alien Wars
154. Cutthroat Island
155. Defender/Joust
156. Desert Strike
157. Donkey Kong
158. Donkey Kong Land
159. Dr. Mario
160. Earthworm Jim
161. Earthworm Jim 2
162. FIFA Soccer '96
163. Foreman for Real
164. Frank Thomas Big Hurt Baseball
165. Galaga/Galaxian
166. The Getaway
167. Judge Dredd
168. Jungle Strike
169. Jurassic Park 2
170. Killer Instinct
171. Kirby's Dream Land
172. Kirby's Dream Land 2
173. Kirby's Pinball Land
174. The Legend of Zelda: Link's Awakening
175. The Lion King
176. Madden '96
177. Mario's Picross
178. Mega Man V
179. Metroid II: Return of Samus
180. Mortal Kombat II
181. Mortal Kombat 3
182. NBA Jam
183. NBA Jam Tournament Edition
184. NBA Live '96
185. NHL Hockey '95
186. NHL '96
187. PGA Tour Invitational
188. Pocahontas
189. Primal Rage
190. Super Return of the Jedi
191. Samurai Shodown
192. Shaq Fu
193. Space Invaders
194. Star Trek: Generations
195. Street Fighter II
196. Super Mario Land
197. Super Mario Land 2: 6 Golden Coins
198. Tetris
199. Tetris Blast
200. Tetris 2
201. Toy Story
202. True Lies
203. Vegas Stakes
204. Wario Blast
205. Wario Land: Super Mario Land 3
206. WWF Raw
207. Zoop

Virtual Boy

208. Galactic Pinball
209. Golf
210. Jack Bros.
211. Mario Clash
212. Mario's Tennis
213. Nester's Funky Bowling
214. Panic Bomber VB
215. Red Alarm
216. TeleroBoxer
217. 3-D Tetris
218. Vertical Force
219. Virtual League Baseball
220. Wario Land
221. Waterworld

Other Picks

222. Bass Master II (Super NES)
223. Cruis'n USA (NU 64)
224. Doom (NU 64)
225. Killer Instinct (NU 64)
226. Maui Mallard (Super NES)
227. Mortal Kombat 3 (NU 64)
228. Nintendo Ultra 64
229. The Olympics (Super NES)
230. Pinocchio (Super NES)
231. Pocahontas (Super NES)
232. Super Mario RPG (Super NES)
233. Virtual Boy
234. Virtual Fishing (Virtual Boy)

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II (Super NES) codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack.

Volume 68 (Jan. '95): The Lion King (Super NES), Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs (Super NES), NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Super NES), Sports Scene, Wolverine, SeaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super Punch-Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (Apr. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King (Super NES), Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the NU 64, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (Game Boy), Mortal Kombat III (Super NES) Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, NU 64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike (Super NES), Animaniacs (Game Boy), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Yoshi's Island: Super Mario World 2, Street Fighter II, Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (Game Boy), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, Virtual Boy Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian (Game Boy), Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (Game Boy), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3 (Super NES), Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (Virtual Boy), Virtual League Baseball, Killer Instinct (Game Boy), Super Return of the Jedi, Defender/Joust, Wizards's Realm, Secret of Evermore, Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (Virtual Boy), Waterworld (Super NES), Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (Game Boy), Mortal Kombat 3 (Game Boy), Mechwarrior 3050, Urban Strike (Super NES), Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96 (Super NES), Final Fight 3, Jack Bros. (Virtual Boy), Tetris Blast, The Getaway, Frank Thomas Baseball (Game Boy).

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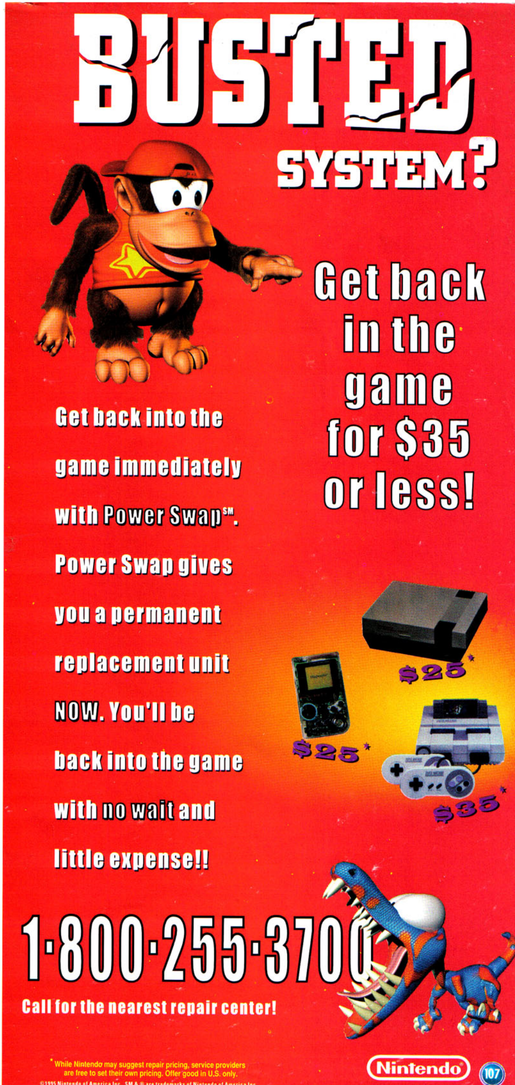

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